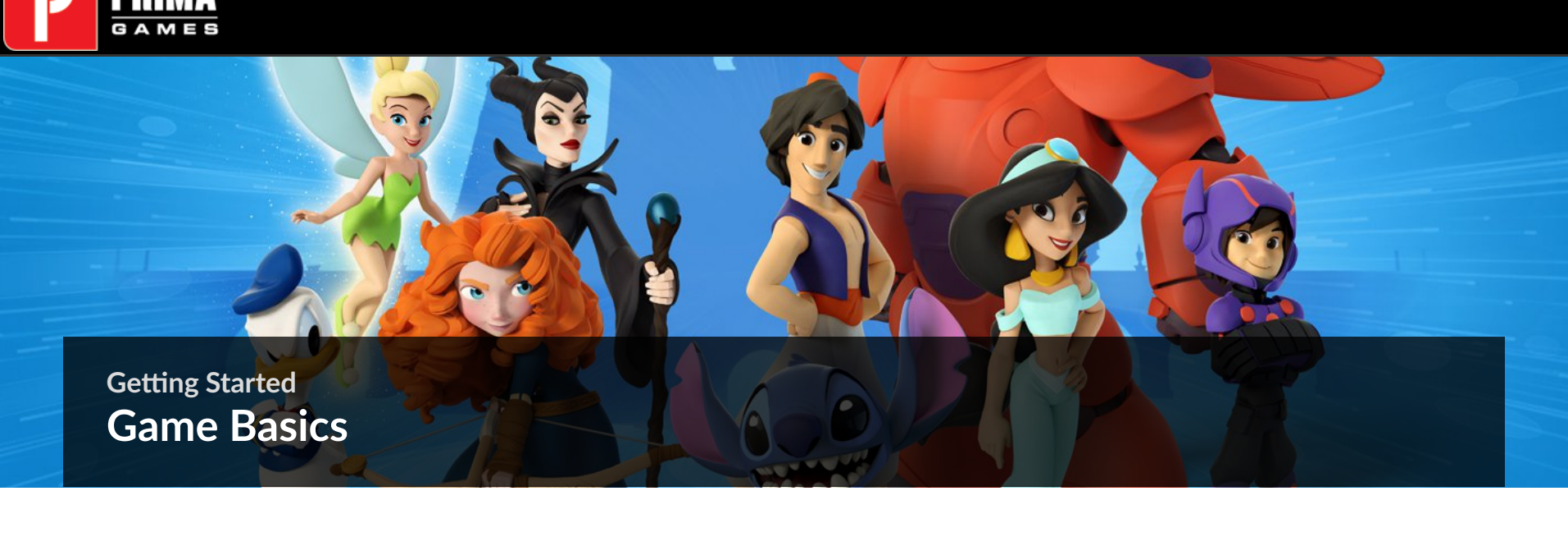
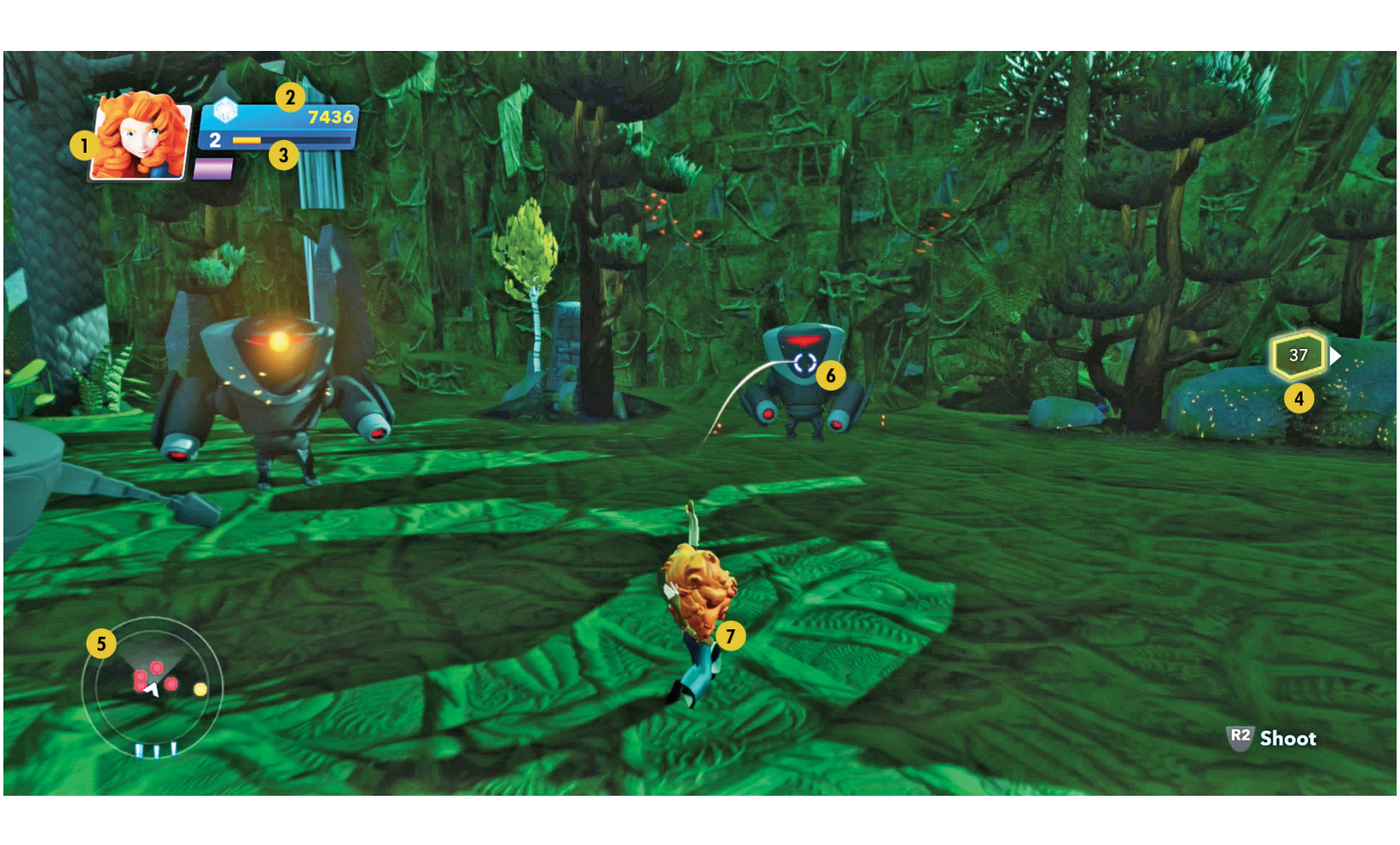


Getting Started

Game Basics

Disney Infinity: Toy Box 2.0 Edition is a huge game with infinite possibilities. The Toy Box is a key feature of the game, and it can be somewhat daunting at first as there is so much to do. However, before we begin exploring the Toy Box, let's take a look at the basics of playing the game.

YOUR SCREEN



1. **Character Portrait:** A picture of the character currently in use.
2. **Blue Sparks:** You accumulate these from breaking open blue capsules and as rewards at the end of a mission. Spend them in the Toy Box on cool toys and accessories.
3. **Level:** The number shows your current level, and the bar displays your progress toward the next level.
4. **Objective Marker:** A mission marker that pinpoints distance and location for your next objective.
5. **Mini-Map:** A radar map showing the direction you're facing. Various points of interest display on the map, such as objectives as yellow dots and challenges as green dots.
6. **Targeting Circle:** This is where you are pointing. Very important for ranged combat and locking on to targets.
7. **Your Character**.

MOVEMENT

BASIC MOTION

There are a large number of characters to play in the game, and fortunately they all move in a similar fashion. You use one stick to move and the other to look around, and you use the same buttons to jump, block, dodge, and activate abilities; however, each character is unique and has his or her own special abilities and methods of attack. They do all share a few common movements that are essential for navigation and platforming.

JUMPING

The first common technique is the double jump, and while it is easy to do, there is more to it than merely pressing a button twice. Double jumps will allow you to jump higher, but they can also allow you to jump longer. If you wait until you begin to fall on the first part of your jump, and then press the jump button for the second time, you will extend the distance you cover, allowing you to jump across far ledges and buildings. If you have Super Jump, holding the jump button sends you sky high.

CLIMBING

Most of the platforming in the game will include plenty of climbing. The skill is easy to perform, but it can be tricky to know where you can actually climb. Look for railings along climbable edges; usually these railings are yellow or blue. Once you are hanging, there are a lot of options including jumping up or over to another grapple point, jumping down or off the structure, or following the hand hold to maneuver around the edge. Other objects, such as poles, can also be climbed. If a character has Wall Crawl, he or she can climb straight up a surface, regardless of edges or railings.

BLOCK/DODGE

All characters have the ability to move in a quick fashion—rolling, flipping, hopping—which can be used for defense or offense. A dodge is a great way to avoid an attack (by holding block and pressing the control stick in the direction you want to dodge) and to maneuver into a better position, such as behind an enemy for a sneak attack. If you don't touch the control stick and press the block button, you defend in place and decrease the damage from melee attacks.

FLYING

Some characters, such as Tinker Bell, have the ability to fly. The left control stick affects your direction, the right control stick moves you up and down, and the left trigger accelerates. Don't worry about falling; you can't be hurt. When you want to land, you can continue full speed into the ground and perform an Air Attack, or you can use your block button to suddenly stop flying and drop to the ground.

VEHICLES

GROUND AND FLYING

All vehicles move by using one stick to steer and the other to look around, and they all use the triggers to accelerate and brake/reverse. Ground vehicles, like the Autopia Car, will get you from point A to point B quicker than running it, and with vehicles you have limited jumping and shooting abilities to clear obstacles. However, if you're a character who relies on your feet to get around, you really want a flying vehicle. It's much easier to navigate the 3D space once you acquire that flying vehicle.

DRIFTING

Drifting is the process of holding both triggers while driving into a turn or even a circle. This maneuver is great for getting around corners when you are at top speeds, but more importantly it builds up the turbo meter. More turbo means more speed. Drift in any race or situation where you need to store up that potential boost.

TURBO

There is a meter under your vehicle that indicates how many bars of turbo you have. When you do a stunt or drift, the meter in one bar will fill until it is yellow, which means you can activate that boost. After one bar is yellow, the next gauge will start to fill and continue the process. Once all segments of the meter are yellow, you are wasting an effort to build turbo and should use a boost as soon as possible. Turbo activation is a simple flick of the control stick and your vehicle will shoot flames showing you are boosting. Obviously, it can be dangerous to boost at a turn, but a drift can help control that speed. A turbo assist is great any time you are in a straightaway, a close race to the finish, or when you want to hit a ramp at top speed to maximize your air time for stunts or tricks.

STUNT/TRICKS

Probably the coolest thing about vehicles, besides high-speed driving, is the tricks you can pull off. After leaping in the air, pushing the right stick up, down, left, or right will trigger front or back flips, spins, or barrel rolls. Doing two of the same motion while in the air is considered a double trick. However, if you push in two different directions, the stunt is considered a combo and earns more points. If you get enough height and speed, it is possible to pull off a triple combo for really big points on courses like the ice stunt park. The key to chaining moves is to immediately flip the control stick when you are airborne and quickly press another direction as that move completes to perform the next trick.

SPARKS

BLUE SPARKS

Sparks usually come from capsules; break open a capsule and Sparks spill out. You may have to run through them to capture them all because they only last for a limited time. Blue Sparks are your form of currency. Take all the blue Sparks you capture and spend those blue Sparks in the Toy Box on various cool toys and accessories. You are also rewarded blue Sparks at the completion of each mission.

GREEN SPARKS

Green Sparks are for health regeneration. As your character takes damage, your health bar decreases; green Sparks fill your health bar back up.

ORANGE SPARKS

Orange Sparks give you experience. Just like defeating foes and gaining experience through the orange Sparks they drop, orange capsules give you experience Sparks, only there are usually more orange Sparks in a capsule than even a modest enemy encounter.

PURPLE SPARKS

Collecting purple Sparks adds to your special ability bar. Depending on your character and your skills, you may have more than one section on your special ability bar, and these purple Sparks fill the bar up so you can use your really powerful abilities.

COMBAT

MELEE

All characters have melee skills, though some are more skilled in hand-to-hand combat than others. In melee, one punch or kick may be fine, but you usually want to string together a combo of melee attacks to inflict maximum damage on a foe. Many enemies will fall down after taking some damage, but that doesn't mean they are defeated. A lot of them can be hit while they are down or trying to get up, so make sure to finish off a single enemy. Quickly switching from enemy to enemy is a good tactic when you are surrounded, but it is always a good idea to reduce the number of foes you face as soon as possible.

RANGED

Many characters have ranged attacks that can deal damage far away from the potential danger of melee combat. Ranged attacks will generally shoot at the closest target; however, when you need precision, you can enter a zoomed-in mode where you can place the aiming cursor over what you want to hit. When your ranged fire is locked on an enemy like this, you can still run and gun, allowing you to move quickly while unloading ranged damage on a single target. It's also a good technique for destroying obstacles.

AREA-EFFECT

Certain characters have area-effect attacks that will damage multiple enemies that are close together. Area-effect comes in two forms: personal area-effects that surround the character with damage or ranged area-effects that deal out damage to all enemies in the area surrounding the point of attack. All characters have the ability to perform an Air Attack, which is useful when surrounded by enemies as it lifts your character out of danger for a second and delivers an attack to the enemies immediately nearby.

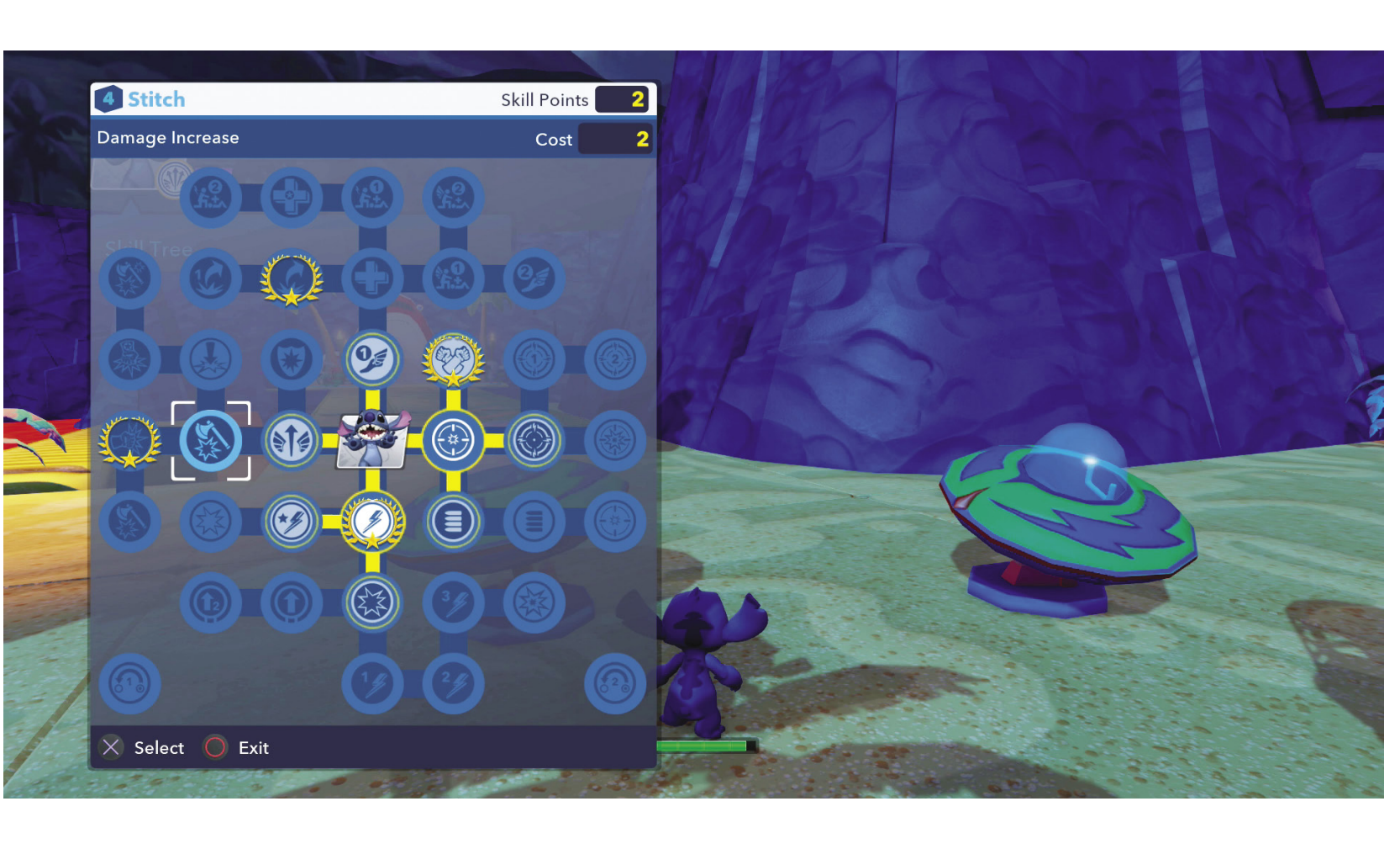
SPECIAL MOVES

Every character has different special moves that make them unique in combat. Your main special ability is powered by purple Sparks. Once you trigger it, your special ability bar depletes and you'll need more purple Sparks to power it back up. Get to know your characters and what they can do.

BLOCKING

On the opposite end of the combat spectrum is the defensive ability to block with a simple button press. Most attacks can be blocked, and while this doesn't get you any closer to defeating your enemy, the maneuver can set your enemy up to drop its guard. By blocking or absorbing an attack, it can create an opening for you to counter or avoid getting knocked down. If you aren't sure what to do in a battle, especially when faced with a powerful foe, fall back on the block and plan your next move. Keep in mind, too, that certain attacks can break blocks and deliver potent counterattacks.

LEVELING UP YOUR CHARACTERS

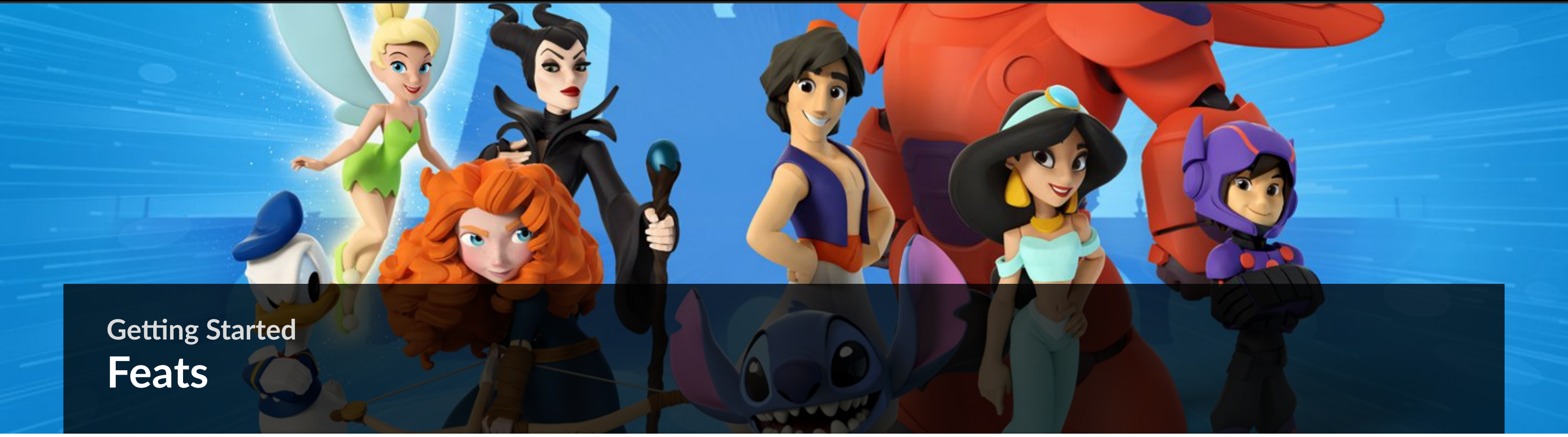


As your characters collect orange Sparks, they earn experience and, when they have enough, they level up. Every time they level up, they also earn Skill Points that they can spend in the Skill Tree. You can get to the Skill Tree from the pause menu. Each character's Skill Tree is different. It consists of skills that can affect health, speed, melee combat, ranged combat, the speed at which power discs recharge, and a unique special move. This move must be unlocked in the Skill Tree and can then be upgraded. For most characters, you want to get your special move as quickly as possible. Depending on your character, you may choose to focus on melee or ranged attacks.

> **Note**
>
> Characters can advance up to level 20. However, you will not have enough Skill Points to purchase every single skill. Therefore, you have to be careful what you pick. When you reach level 10 and then again at level 20, you can respend your Skill Points. However, this is a one-time event for each time, so you still have to be careful.

The Skill Tree is called such because you can't just pick any skill you want. You have to follow the branches of the tree to get to some skills, purchasing others along the way. Therefore, look at all the skills and find out which you really want and begin spending Skill Points to get to them. When looking at a Skill Tree, you may notice that some of the skills have laurels around them. These are skills that the game designers recommend and are very useful for that specific character. Try to include those in your acquired skills.

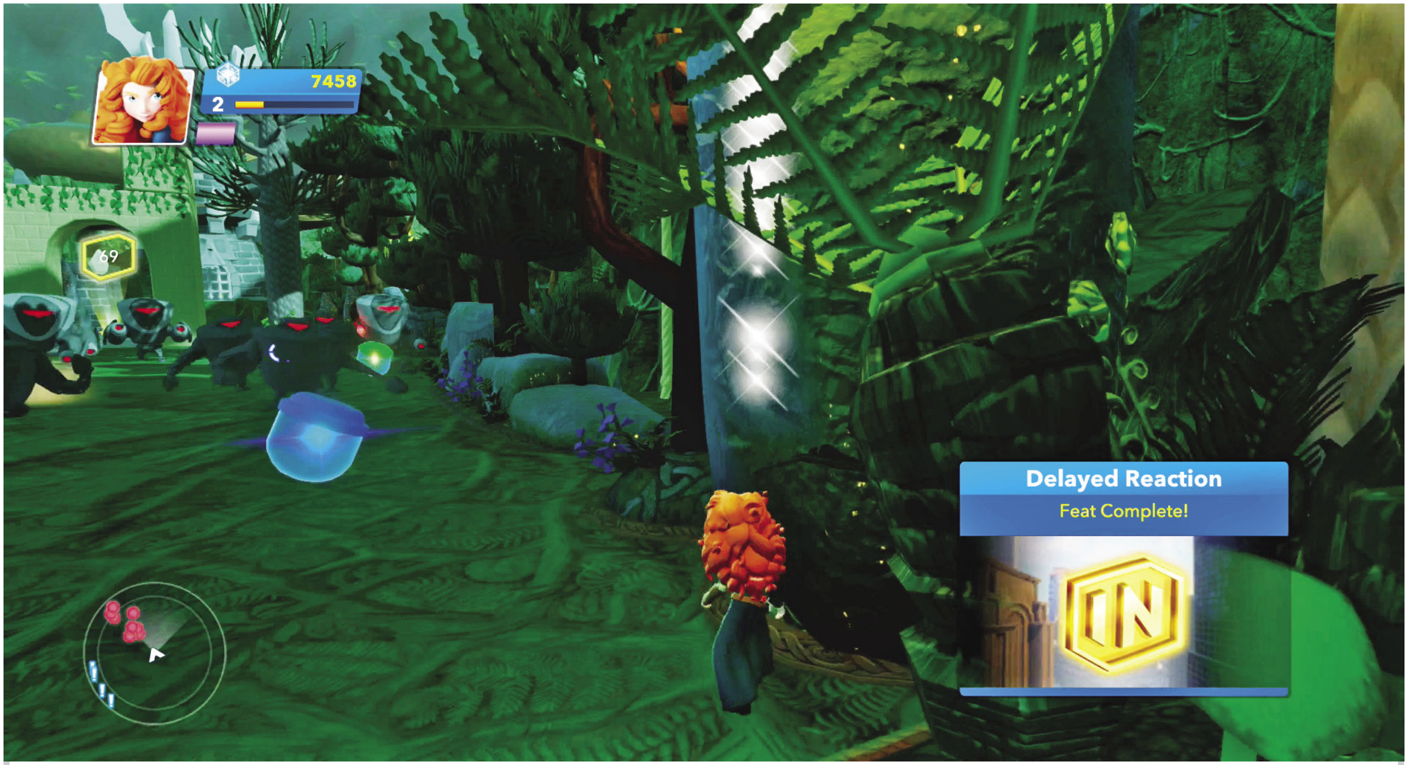
> **Note**
>
> Check out the Characters chapter to learn all about each of the skills on the Skill Trees for each of the Disney characters. If you look at the included Skill Tree for each character, you can see the skills highlighted that the game testers found most useful. This can serve as a guide if you are not sure what skills you want to get.



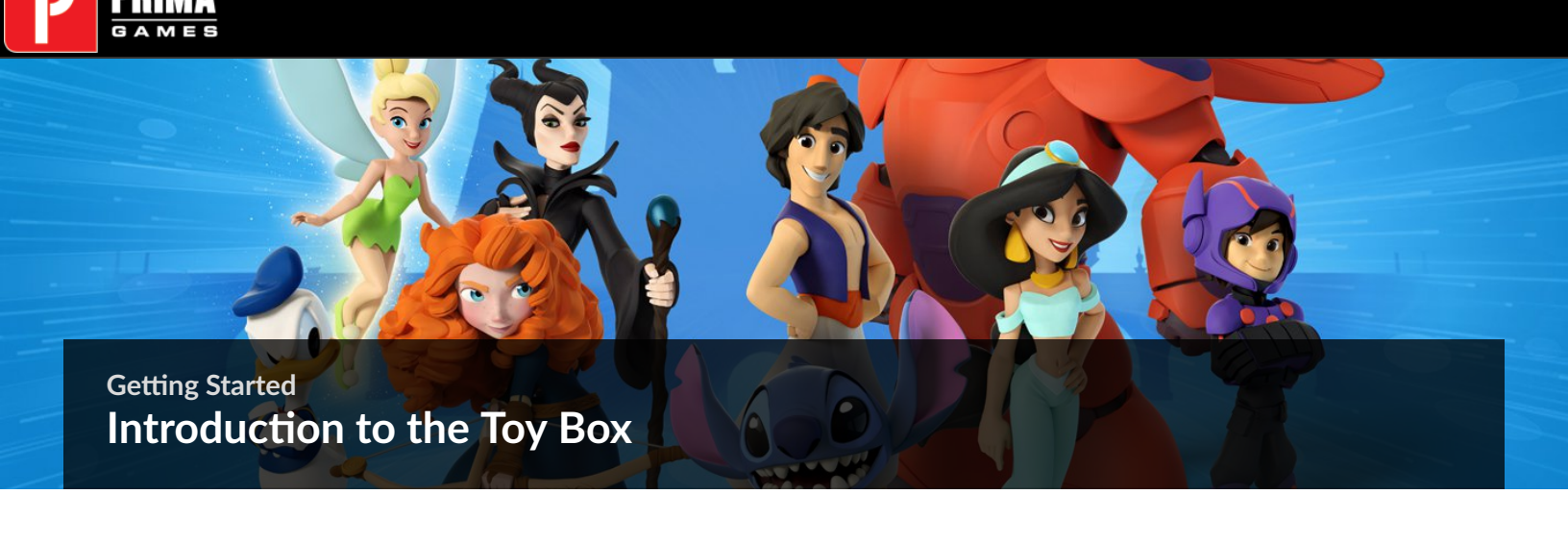
Getting Started

Feats

Feats are tasks you complete during your missions for accomplishments in combat, collection, or even character-specific deeds. Their difficulty can be easy, medium, or hard. They can be specific to a character or completely fun and random.



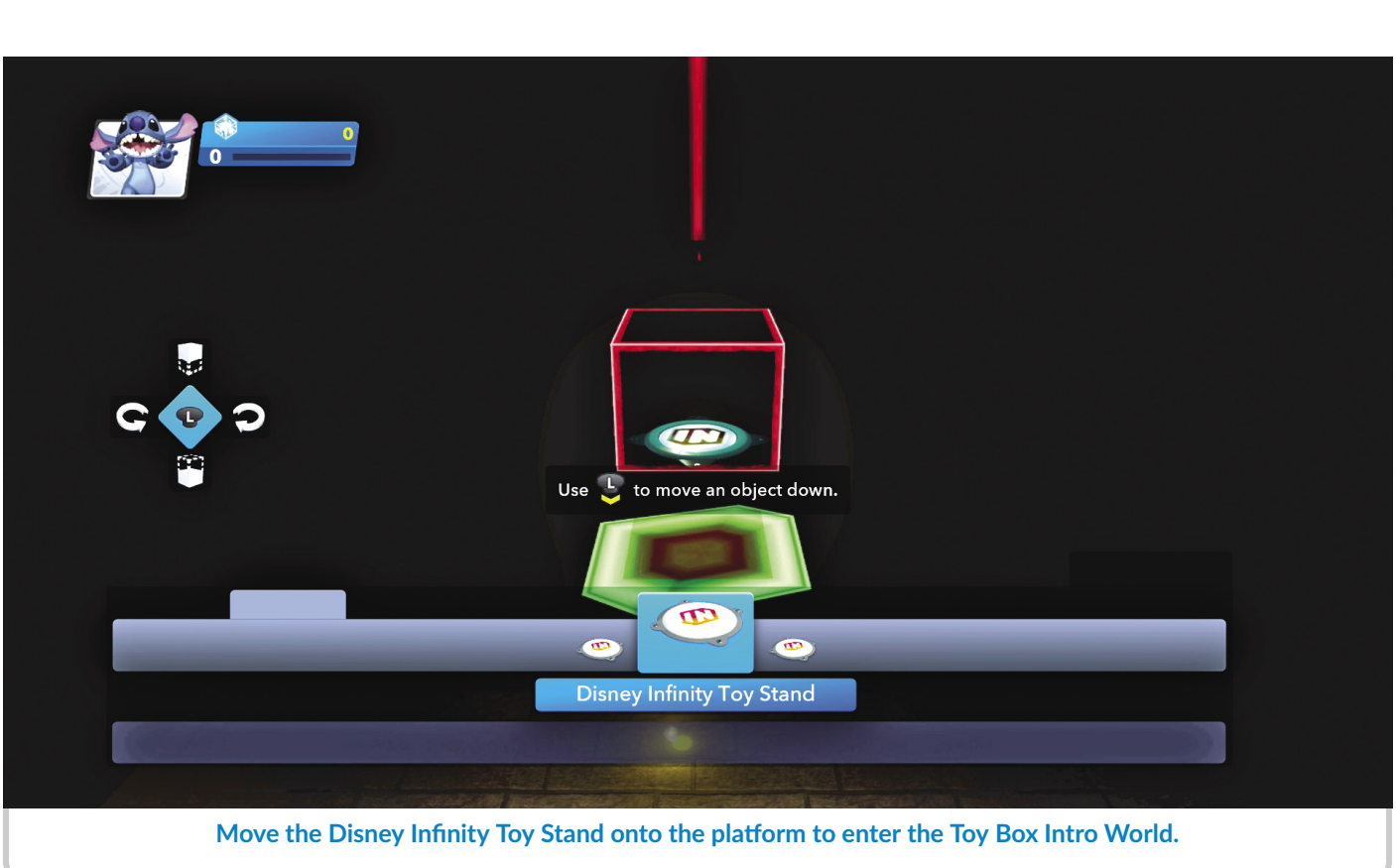
See the chapter on Feats for the complete rundown of all the feats you can earn in Disney Infinity: Toy Box 2.0 Edition



Getting Started

Introduction to the Toy Box

After completing the start of the game where you get a brief taste of what is in store for you in *Disney Infinity: Toy Box 2.0 Edition*, you enter the Toy Box Introduction world. This is the place where you can learn everything you need to know about playing, creating, and just having fun in the Toy Box. There are several hosts that provide missions, which are lessons on the various aspects of the Toy Box. It is a very good idea to take some time and go through these instructional missions, even if you are a veteran of *Disney Infinity*, because some of the controls and features have changed.



Move the Disney Infinity Toy Stand onto the platform to enter the Toy Box Intro World.

Rewards in the Toy Box

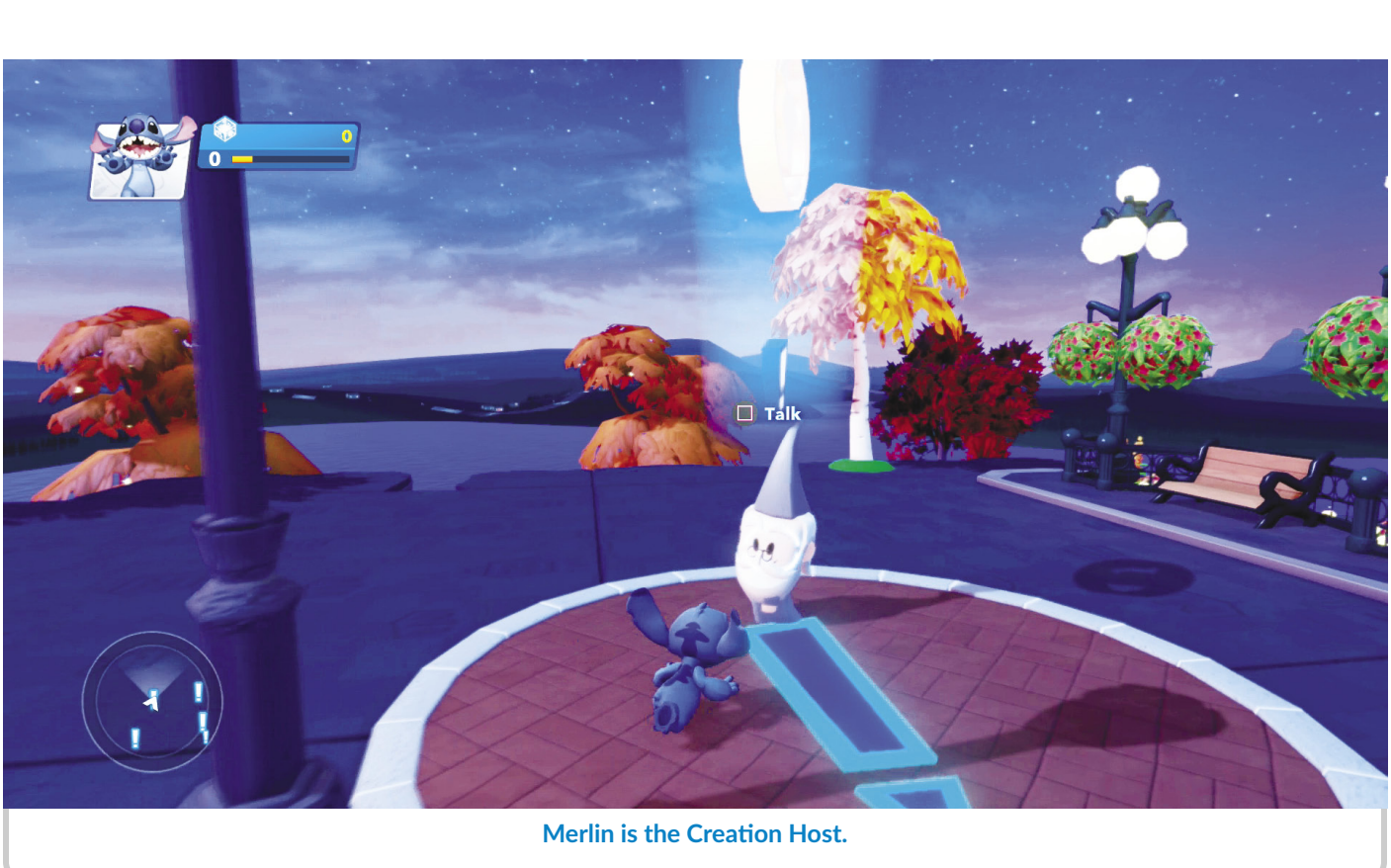
Not only do you learn about the Toy Box by completing the host missions, you also earn some cool rewards. In addition to blue Sparks (the money in the Toy Box) and orange Sparks (experience for your character), you also unlock some very cool toys. While you could purchase them in the Toy Store, some are quite expensive and you can unlock them for free just by completing all of the missions.

Toy Box Host Missions Rewards

Missions Completed	Reward
5 missions	King Louie Townsperson
10 missions	Collector Challenge Kit Template
20 missions	Toy Box Door
30 missions	King Louie's Throne
36 missions	Enchanted Bed

There are five main hosts for the Toy Box. There is no specific order in which you need to visit them. However, it is usually best to save the combat host for last so you can build up some experience for your character and then upgrade your character's skills prior to going into combat. So let's get started.

CREATION HOST

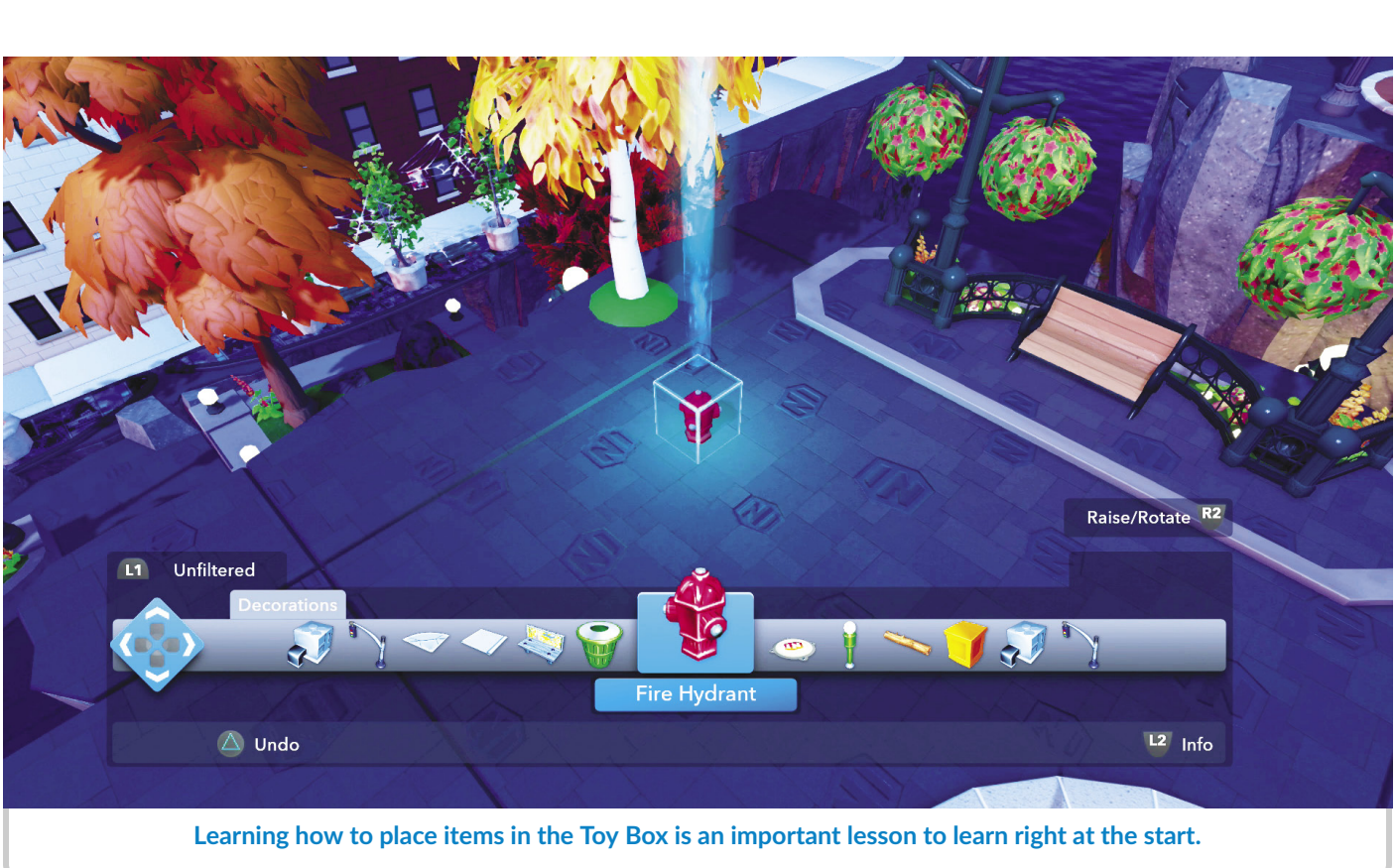


Merlin is the Creation Host.

The Merlin townsperson is the host who teaches you the basics of creating in the Toy Box. As such, he offers a good place to start. He is the host with the icon of the world above his head. Walk over and talk to Merlin. As soon as you do, you gain blue and orange Sparks and complete the first mission. Also, the Toy Box World expands as a city is built right before your eyes.

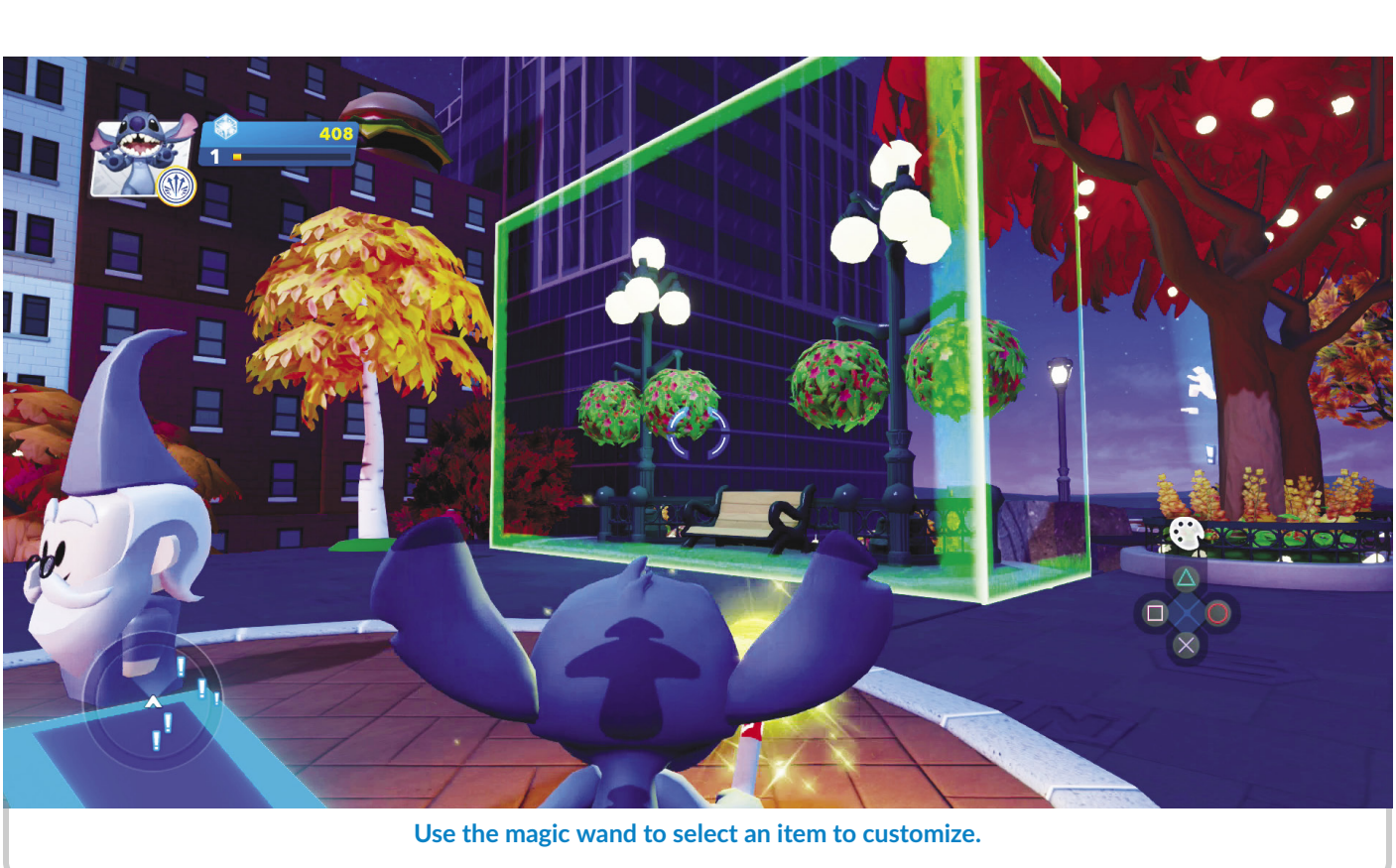
Talk to Merlin again and you can choose from two topics—Toy Box Creation Help or Travel Help. Start off with creation help and then go through the four options one at a time. The first teaches you how to place an item in the Toy Box. Next you learn how to customize the look of the Toy Box. Third is about changing the Toy Box sky and the last choice is about getting more toys.

Press the editor button to open the Toy Box editor. Here you can select from all of the toys that are unlocked for you. Learn to use the editor and the filter to find the correct toy. Pick one and then move it around and rotate it to get it just how you want it. Then place it into the Toy Box following the in-game directions to complete the mission.



Learning how to place items in the Toy Box is an important lesson to learn right at the start.

The next lesson teaches you how to change the look of your Toy Box. Follow the directions to access your wand from the Packs and Tools menu and then use the wand to select an item. You can then change the look of the object. When you select the palette, you can change the style of just that object or even apply that theme to the entire Toy Box. That will change all of the items whose style can be changed to that new style. Play around with this to see the different themes that are available initially. You can purchase more themes in the Toy Store later.



Use the magic wand to select an item to customize.

After changing the look of an item, you can now learn about Spark Mode. This lets you move around the Toy Box quickly and edit or build lots of things. Open the editor and then follow the instruction to enter Spark Mode and complete the assigned tasks. Then ask Merlin about changing the look of the sky. He tells you how to use either Power Discs or the Sky Changer toy to do this. Finally, ask Merlin about getting more toys.

The next options in the Creation Host menu are about travel. The first is how to go to a Play Set and then how to download a Toy Box. Ask Merlin for a tip to complete another mission. He will help you get to those hard-to-reach Sparks. His advice is to build structures that will allow your characters to reach those.

Creation Host Missions

Mission	Spark Rewards	Unlocks
Talk to Creation Host for the first time	100 orange, 300 blue	—
Place an item in the Toy Box	20 orange	—
Change the look of the Toy Box	35 orange, 300 blue	Toy Box Terrain
Use Spark Mode	25 orange, 25 blue	—
Change the sky	25 orange, 200 blue	—
Getting more toys	15 orange, 100 blue	—
How to go to a Play Set	15 orange, 100 blue	—
How to download a Toy Box	15 orange, 100 blue	—
Ask the Creation Host for a tip	5 orange, 10 blue	—
Ask how to collect hard-to-reach Sparks	10 orange, 25 blue	—
Unlock the Hall of Heroes and Marvel's Hall of Super Heroes Doors	35 orange, 300 blue	—

Note

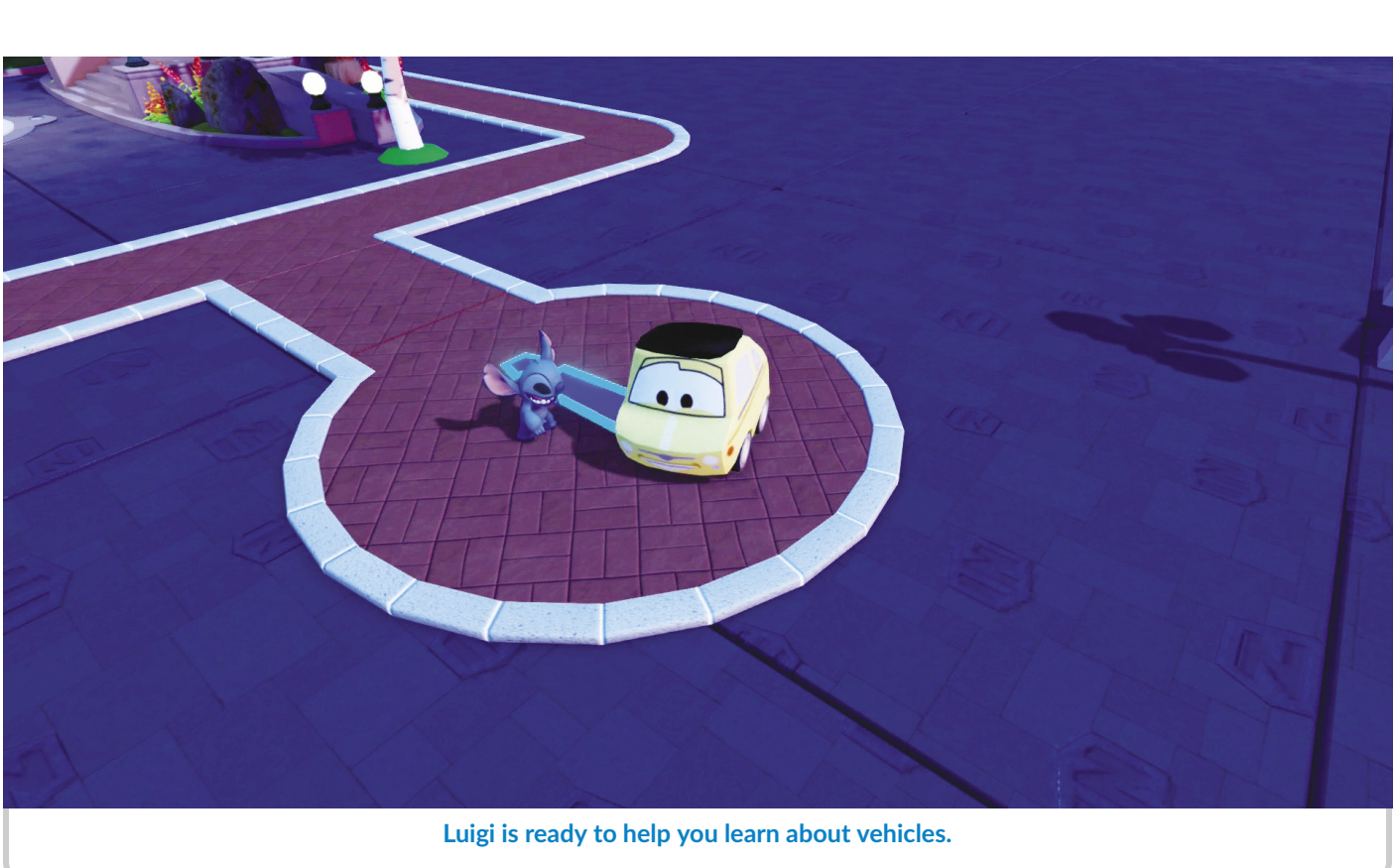
As you complete these missions, once you collect enough orange Sparks, you will level up your character to level 1 and unlock the Hall of Heroes Door and the Marvel's Hall of Super Heroes Door.

Tip

While you can explore the city that the Creation Host made for you and look for Sparks, it is better to complete all of the host missions first because some of the things you learn will help you get some of those hard-to-reach Sparks.

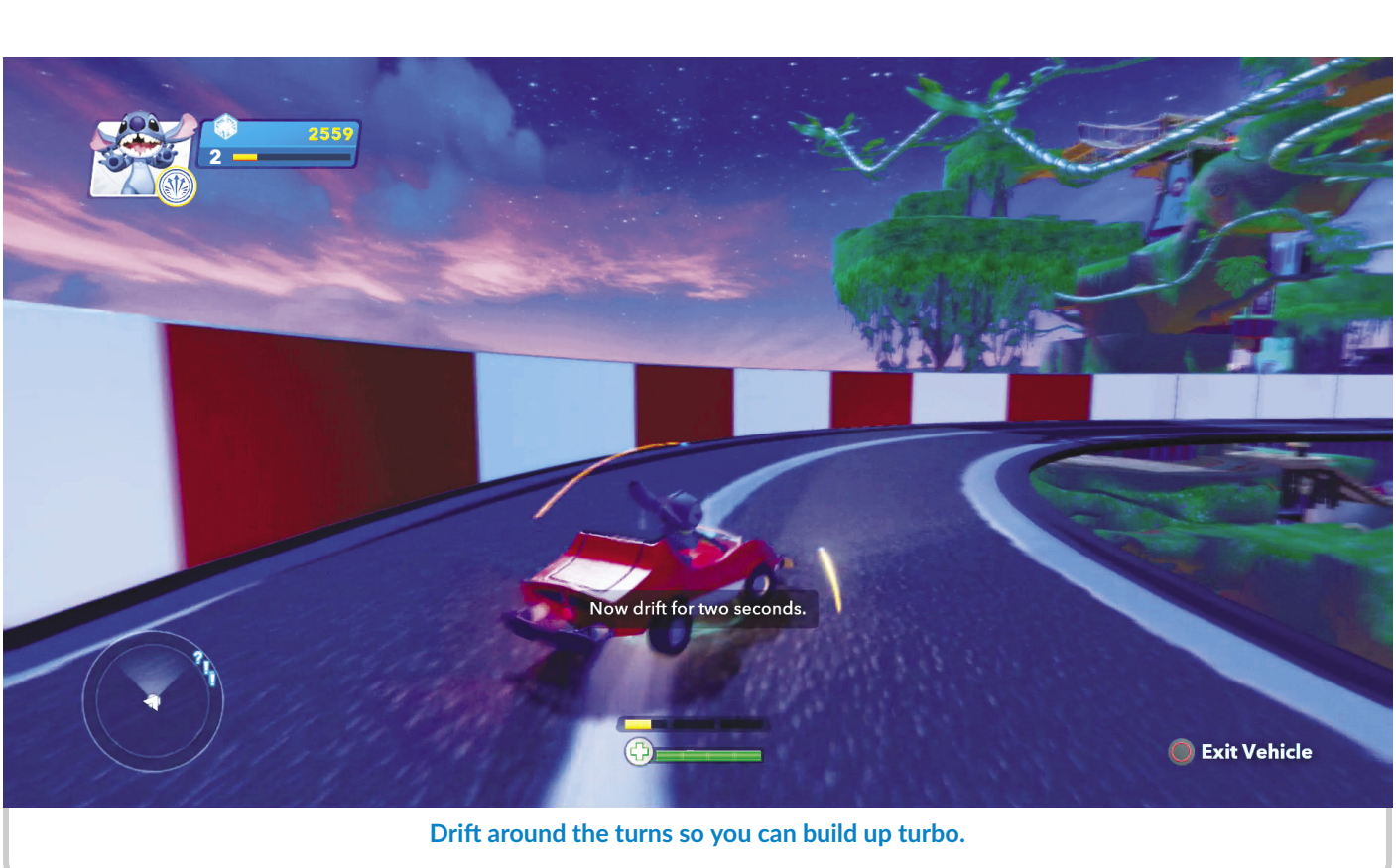
VEHICLE HOST

Luigi from *Cars* is the Vehicle Host who teaches you all about vehicles and mounts, which you can use to travel quickly and get to places some characters could not otherwise reach. When you walk over and talk to him, a race track is automatically created, plus the Autopia Car appears on the track. Go and hop in it to unlock the car and complete the first mission.



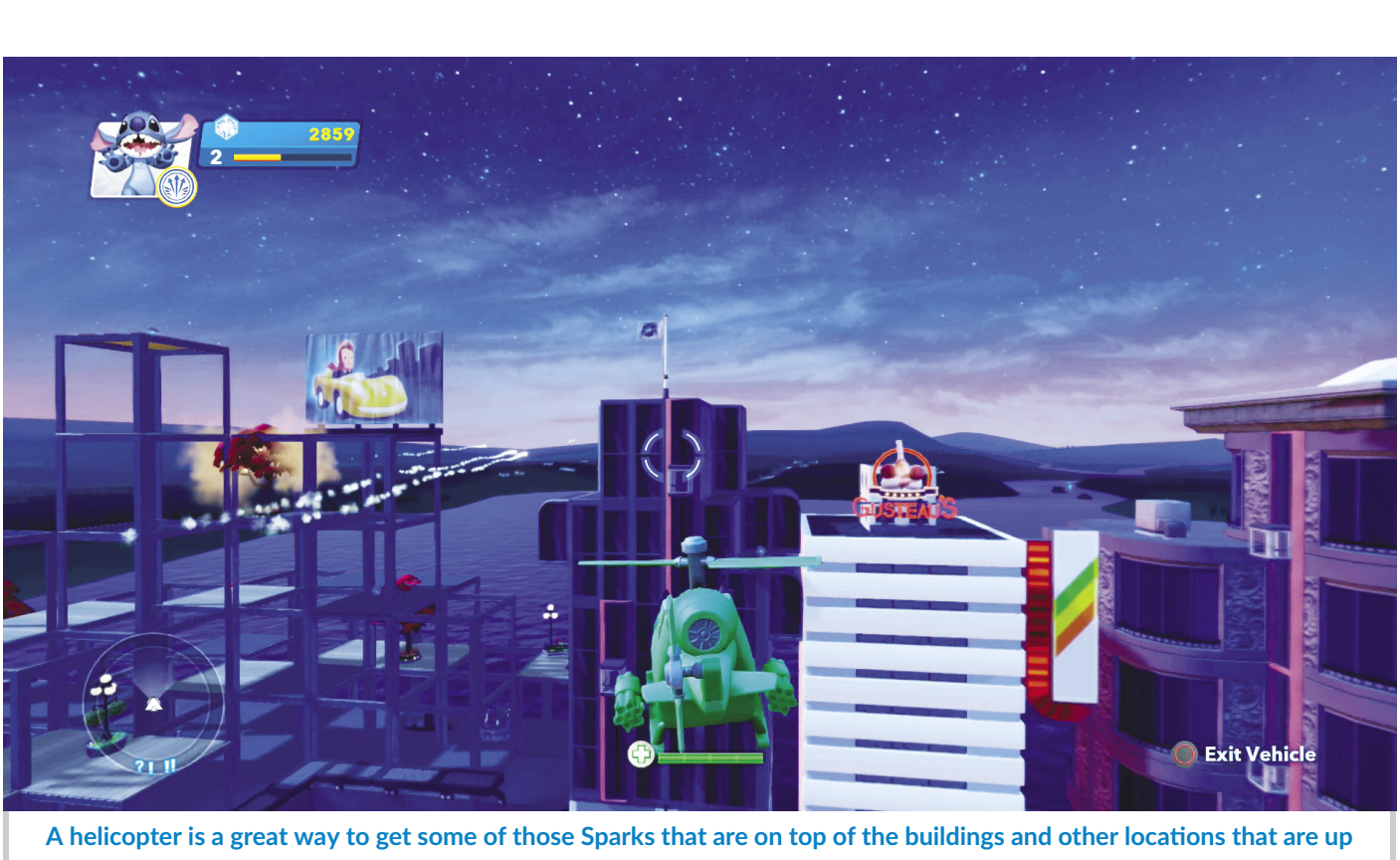
Luigi is ready to help you learn about vehicles.

Talk to Luigi again and ask him to teach you to drive a car. Then hop back in the car and start driving. When you drive over the race button in the middle of the road, you are asked to start the race—don't start it yet. Follow the on-screen directions to learn how to accelerate and how to drift. Drifting is a great way to take turns at high speed and also build up turbo. Luigi even tells you how to use turbo to get a boost of speed from your car. Try to stay on the track. However, if you drive off the edge, you will respawn back on the track. Finally, learn how to do a quick 180-degree turn to complete this mission. Continue along the track back to Luigi.



Drift around the turns so you can build up turbo.

Luigi's next mission is to teach you how to fly. He provides a helicopter for you for this mission, so get in and get started. Follow the on-screen prompts to learn how to take off, fly forward, and strafe to the left and right, as well as how to attack. Once you have tried all of these, the mission is complete, so fly back to Luigi.

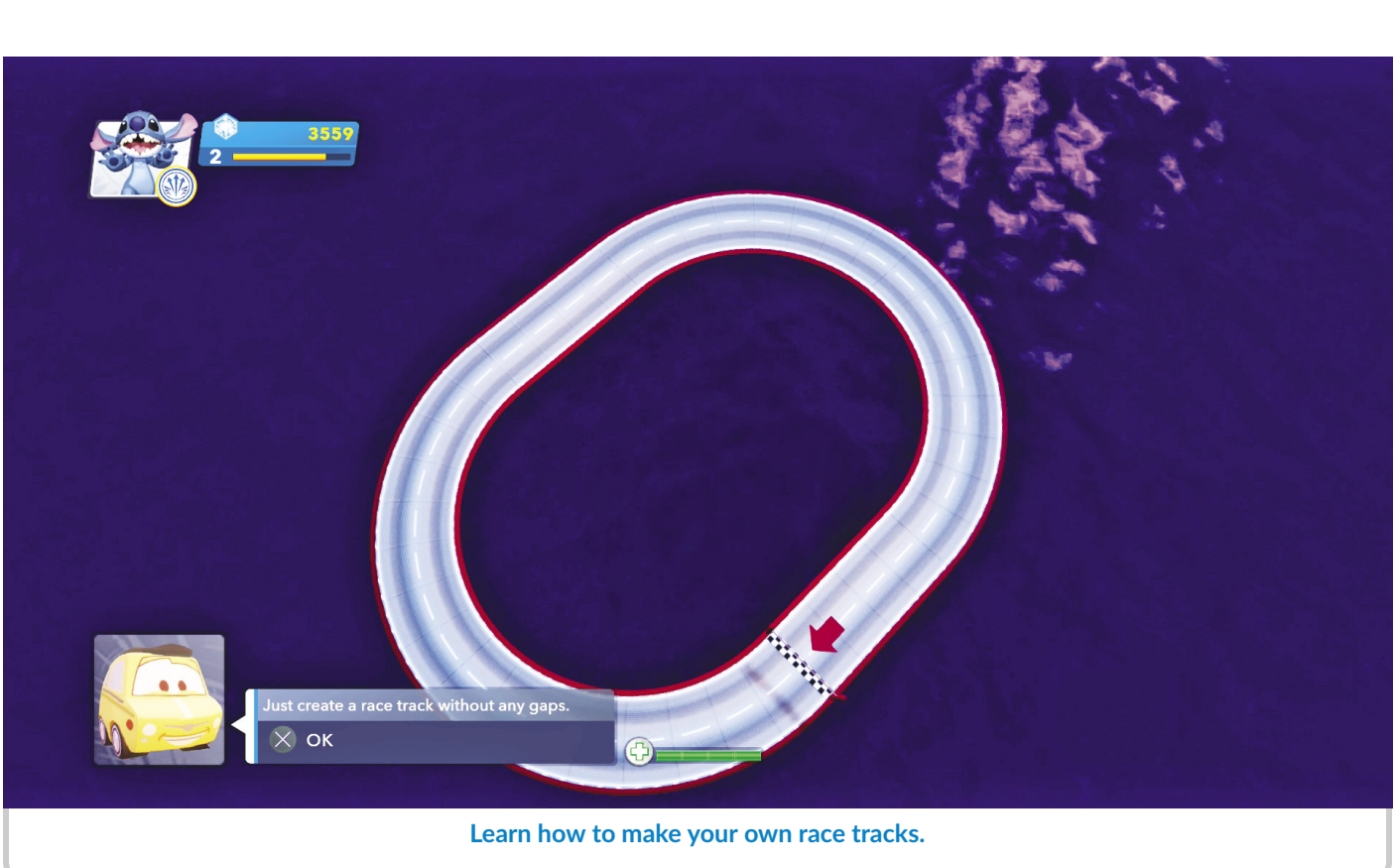


A helicopter is a great way to get some of those Sparks that are on top of the buildings and other locations that are up high.

Tip

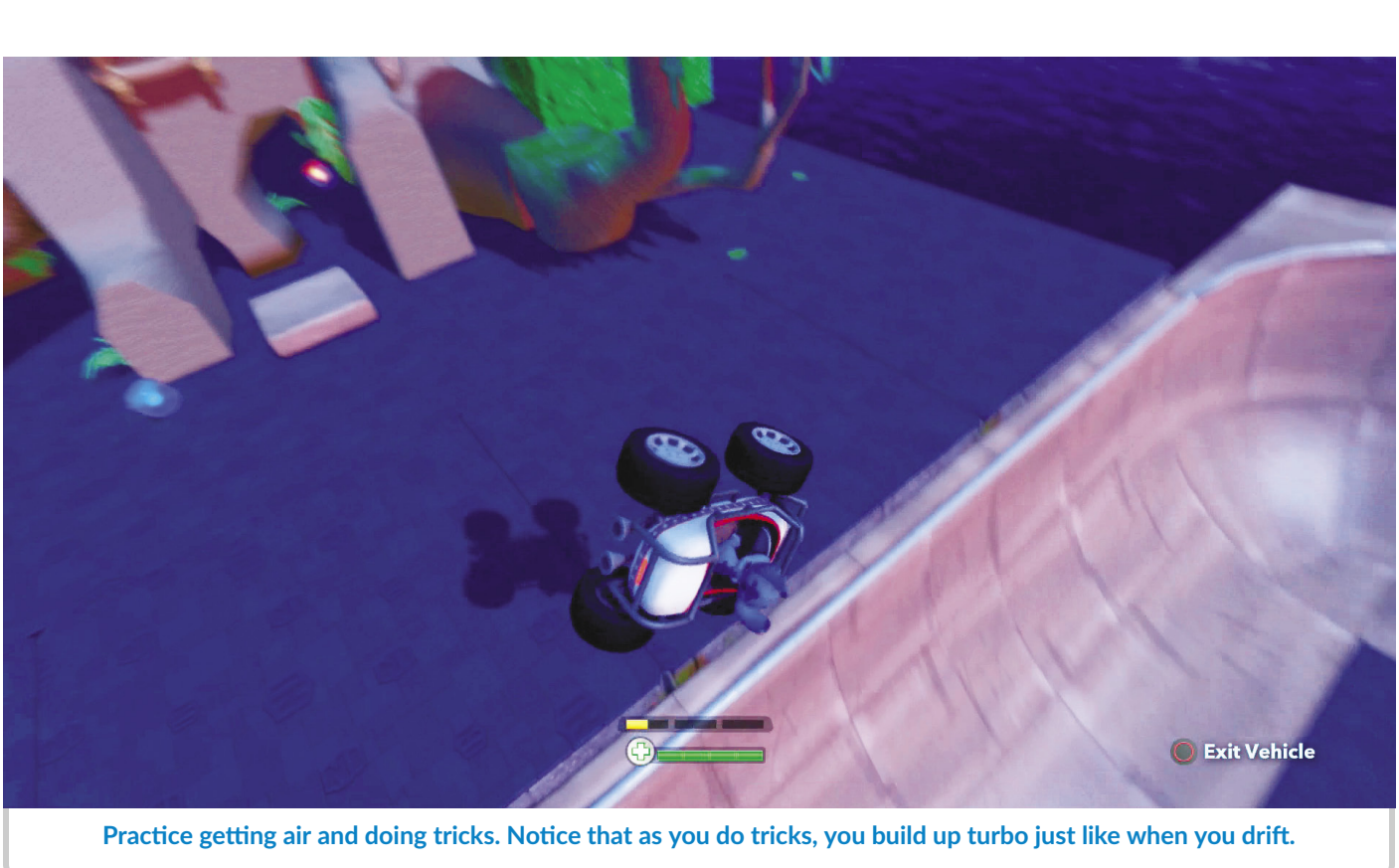
When flying the helicopter, press the Item select button and select from four different types of weapons. Try them out. They are great for defeating enemies.

Next, learn how to ride animals. Luigi provides Merida's horse, Angus, for you to ride. Mount up and then follow the directions to learn how to run, jump, and even sprint. Following that mission, talk to Luigi about how to build your own tracks. This is quite easy and all of the pieces you need are already unlocked in the Toy Box. However, you don't actually need to build a track to complete this mission—just listen to Luigi and learn. The basics of building a track are to make sure all of the pieces are connected, create a complete circuit, and be sure to include a Race Track Start piece. Then just drive up to the Race Track Start piece to begin a race. The Toy Box will automatically provide some competition for you.



Learn how to make your own race tracks.

Now that you know how to drive, it is time to learn about doing tricks. Luigi will create a stunt park and a stunt buggy for you to drive. Drive up the sides of the stunt park to get airborne, then follow the directions to perform some tricks. The mission is completed once you have performed a total of five tricks. Exit the stunt buggy to return to Luigi.



Practice getting air and doing tricks. Notice that as you do tricks, you build up turbo just like when you drift.

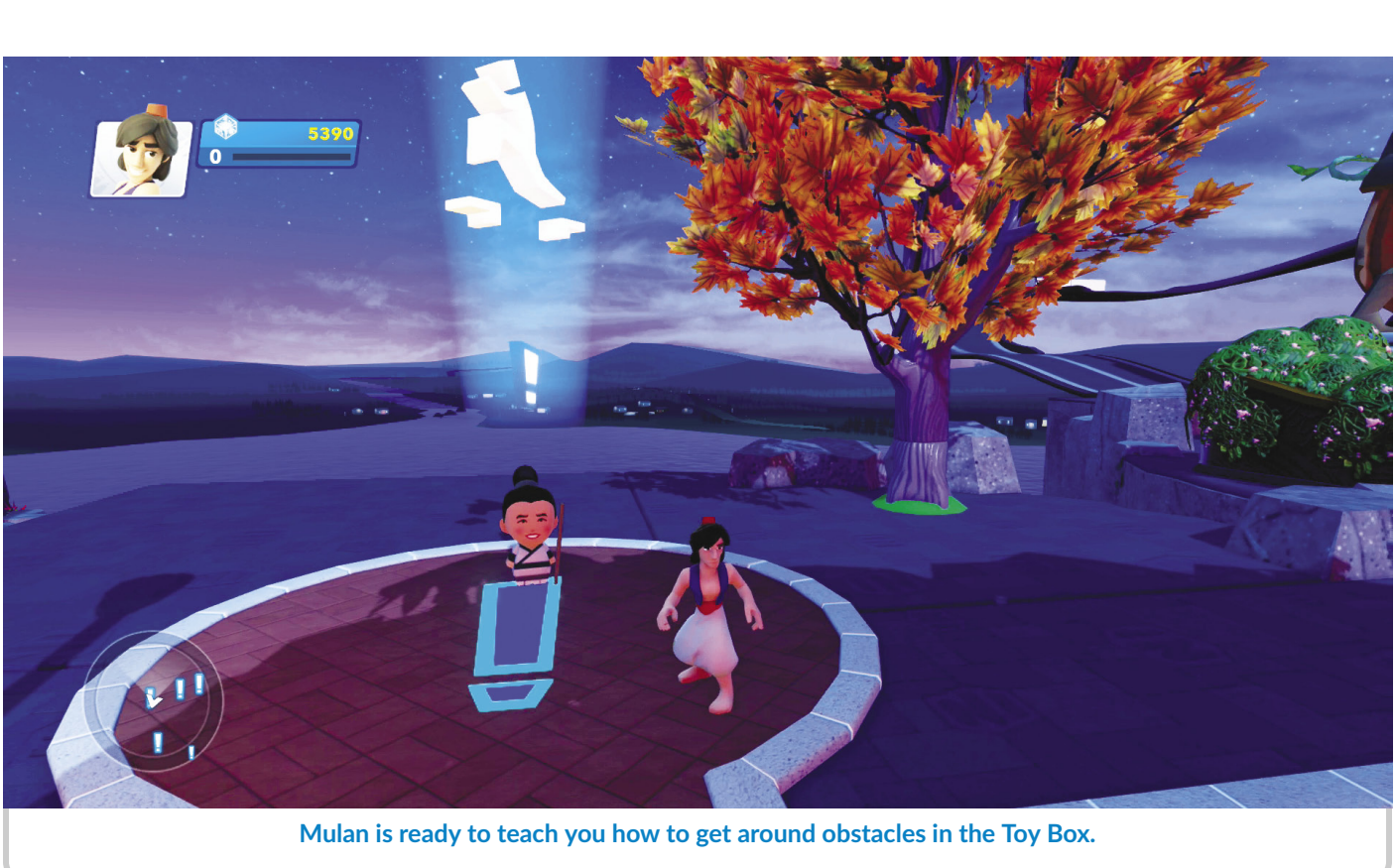
Finally, ask Luigi how to reach hard-to-reach Sparks. Since he is the Vehicle Host, he will tell you to try using a helicopter. This tip counts as another mission complete, and by now you should be getting close to your third reward.

Vehicle Host Missions

Mission	Spark Rewards	Unlocks
Talk to Vehicle Host for the first time and drive the car	35 orange, 100 blue	Autopia Car
Learn how to drive a car	35 orange, 300 blue	—
Learn how to fly	35 orange, 200 blue	—
Learn how to ride animals	35 orange, 200 blue	—
Learn how to build your own track	25 orange, 50 blue	—
Learn how to do tricks in a car	35 orange, 300 blue	—
Ask how to collect hard-to-reach Sparks	10 orange, 25 blue	—

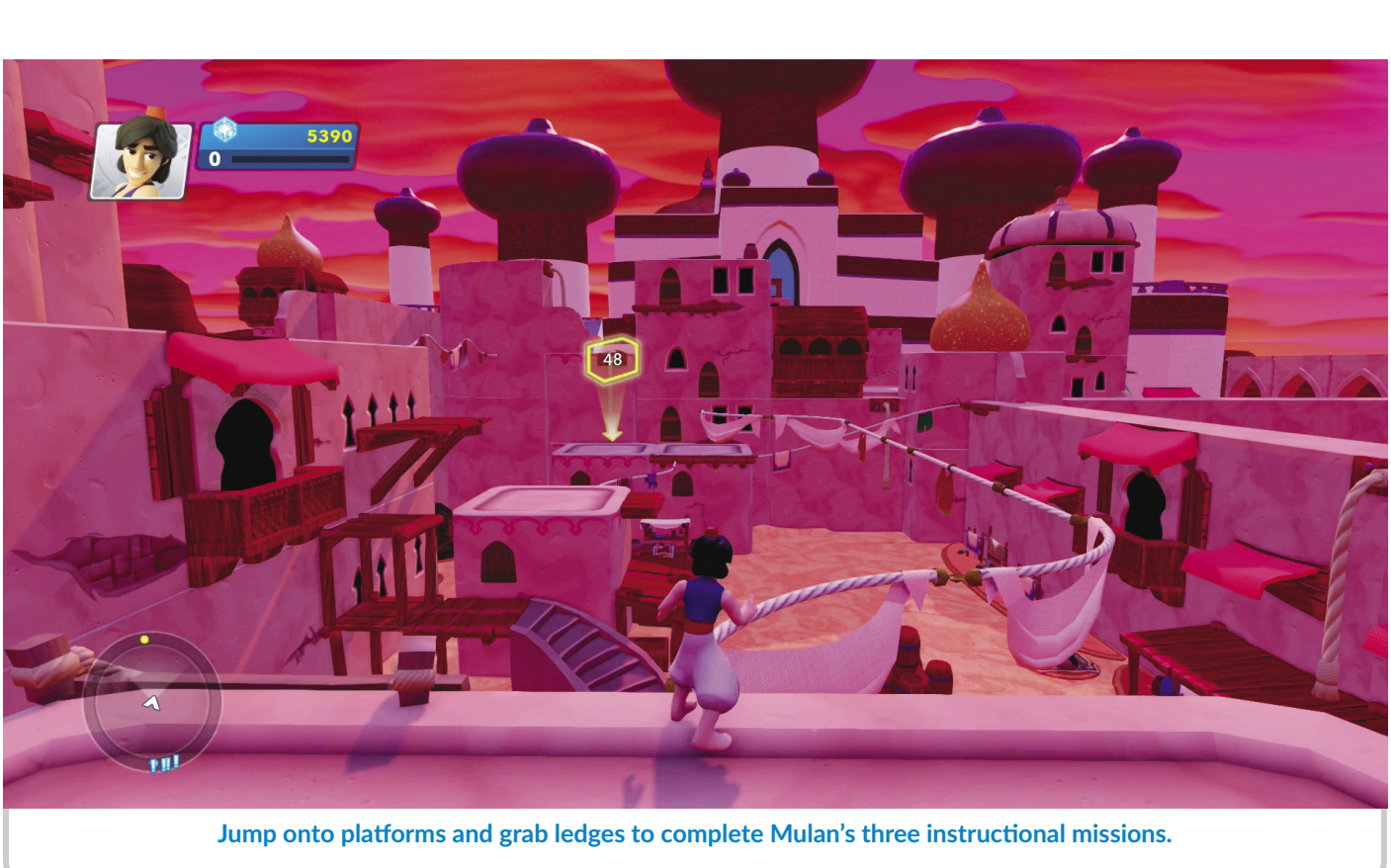
EXPLORATION HOST

Mulan is the Exploration Host. Walk over and talk to her to get started. She has several missions for you to complete, along with a challenge at the end to test what you have learned.



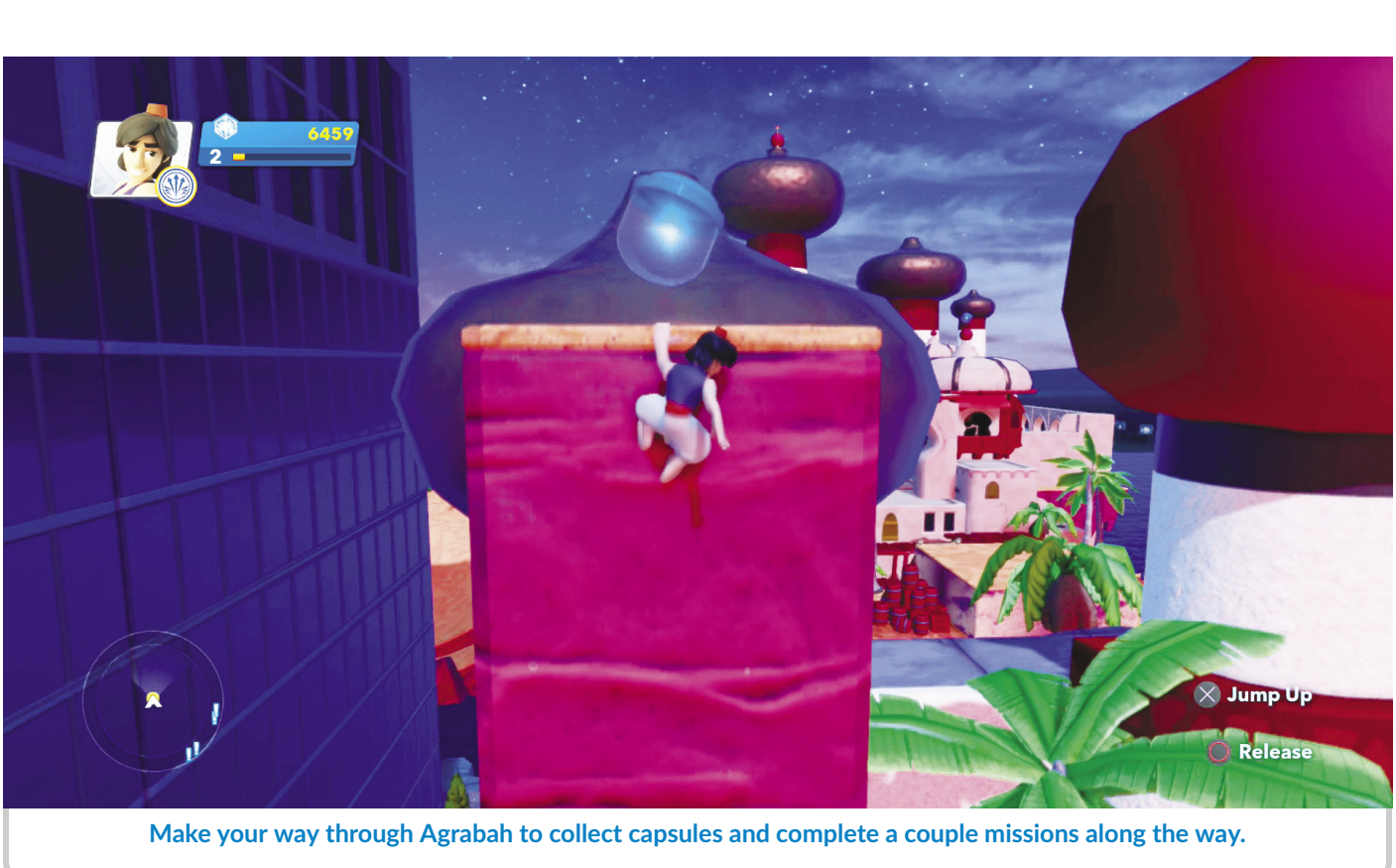
Mulan is ready to teach you how to get around obstacles in the Toy Box.

When you first talk to Mulan, an Agrabah market structure appears and challenges you to get to a Spark capsule. However, hold off for now since you need to learn some things that will make the challenge easier. Talk to Mulan again and ask her how to jump. She will provide some platforms with blue Spark capsules. Jump across the platforms to get to the blue Sparks. Next ask her how to jump farther. She will teach you how to double jump. Then double jump across some more platforms to collect even more blue Spark capsules. The final lesson is how to grab a ledge. Now you have to double jump towards platforms and grab on to the ledge. Then press the jump button again to pull yourself up to collect a blue Spark capsule. Move across all of these platforms to complete this mission. Finally ask her about collecting hard-to-reach Sparks. She will suggest using a flying character.



Jump onto platforms and grab ledges to complete Mulan's three instructional missions.

Once you have completed the instructional missions, it is time to try out the Agrabah challenge. An indicator shows the location of an orange Spark capsule. Use what you have learned about jumping as well as rope/pipe climbing and grinding to get to get to the capsule to complete another mission. Next you have to collect ten blue Spark capsules that are scattered about the market area. Get them all and you have completed yet another mission and are on your way to your next reward.



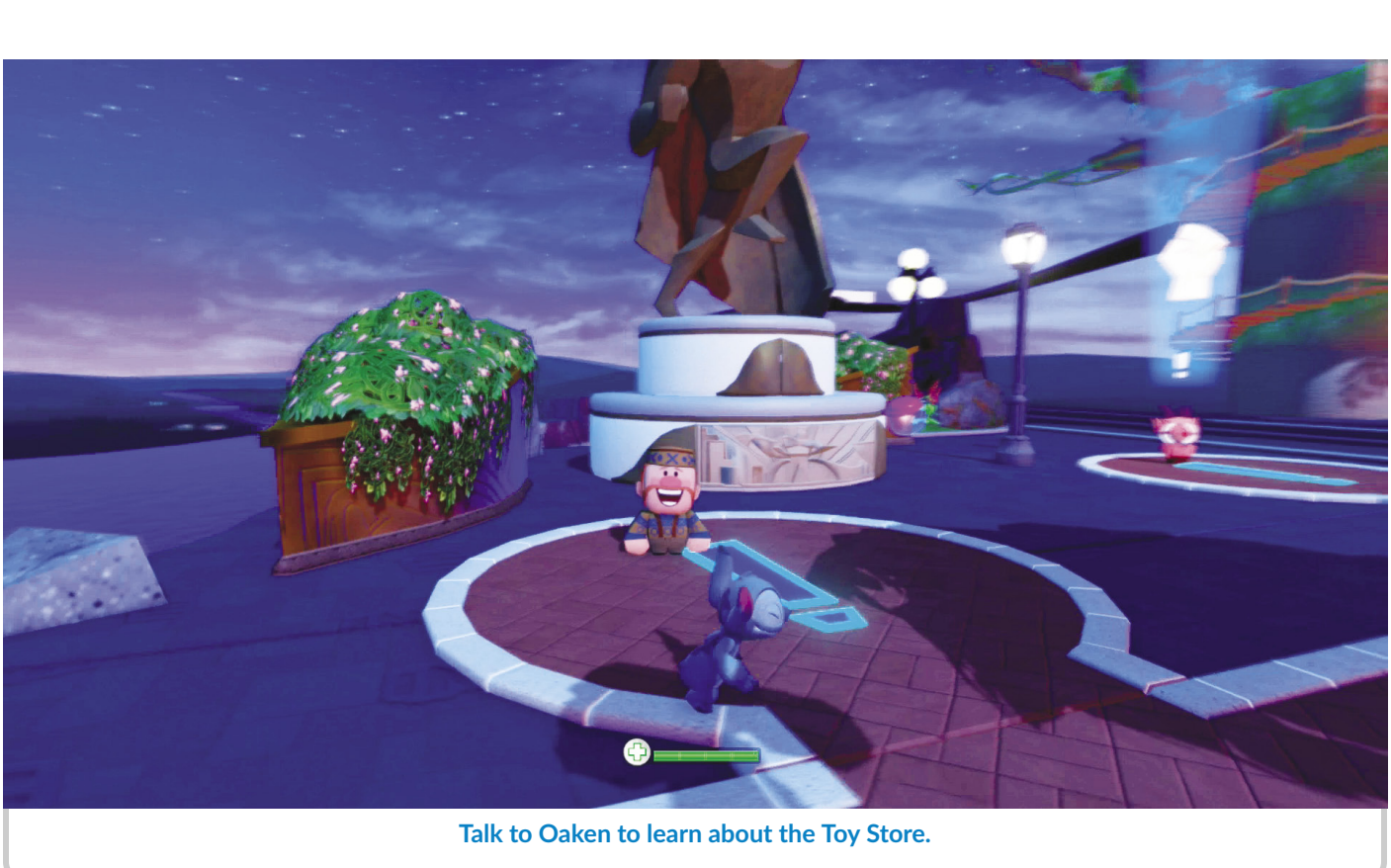
Make your way through Agrabah to collect capsules and complete a couple missions along the way.

Exploration Host Missions

Mission	Spark Rewards	Unlocks
Learn how to jump	20 orange, 50 blue	—
Learn how to jump farther	20 orange, 50 blue	—
Learn how to grab a ledge	20 orange, 50 blue	—
Collect orange capsule in Agrabah challenge	100 orange, 300 blue	—
Collect 10 blue Spark capsules in Agrabah challenge	70 orange, 100 blue	—
Ask what to do if you get stuck	10 orange, 25 blue	—
Ask how to collect hard-to-reach Sparks	10 orange, 25 blue	—

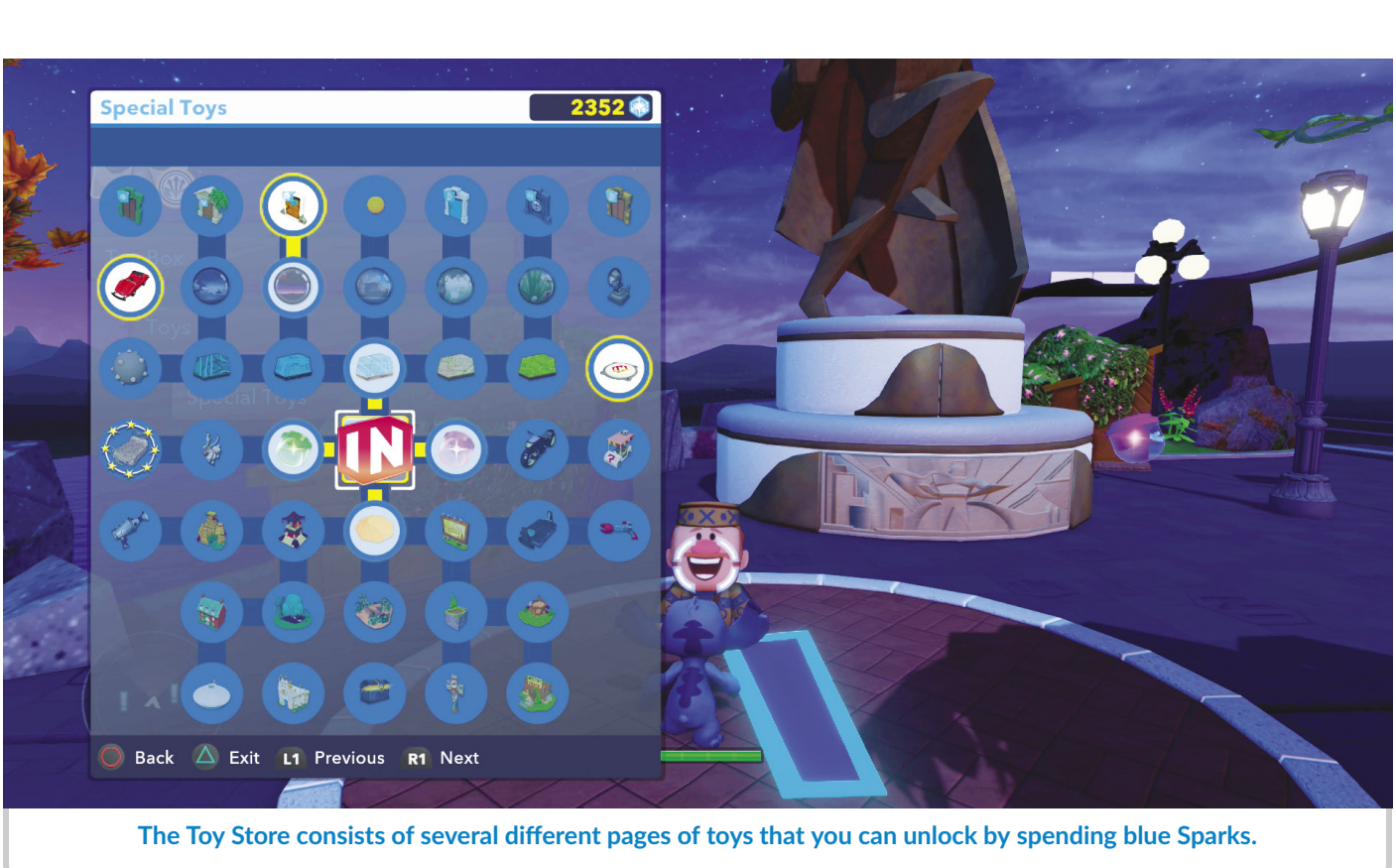
TOY STORE HOST

Remember Oaken from *Frozen*? He is the Toy Store Host and is here to teach you all about the Toy Store and how to get more toys for your Toy Box. As soon as you walk over to him, he gives you some blue Sparks. These are the currency in the Toy Box.



Talk to Oaken to learn about the Toy Store.

Start off by asking Oaken what he has for sale. This opens up the Toy Store. Look through the menus and pages of toys. You don't have to buy anything at this time. When you exit the Toy Store, you complete the mission. The next mission is to learn how to get more toys. You can purchase them from the Toy Store Host or from the pause menu. Continue asking Oaken more questions, such as ones about blue Sparks and how to get your Disney Infinity 1.0 toys to finish up two more missions.



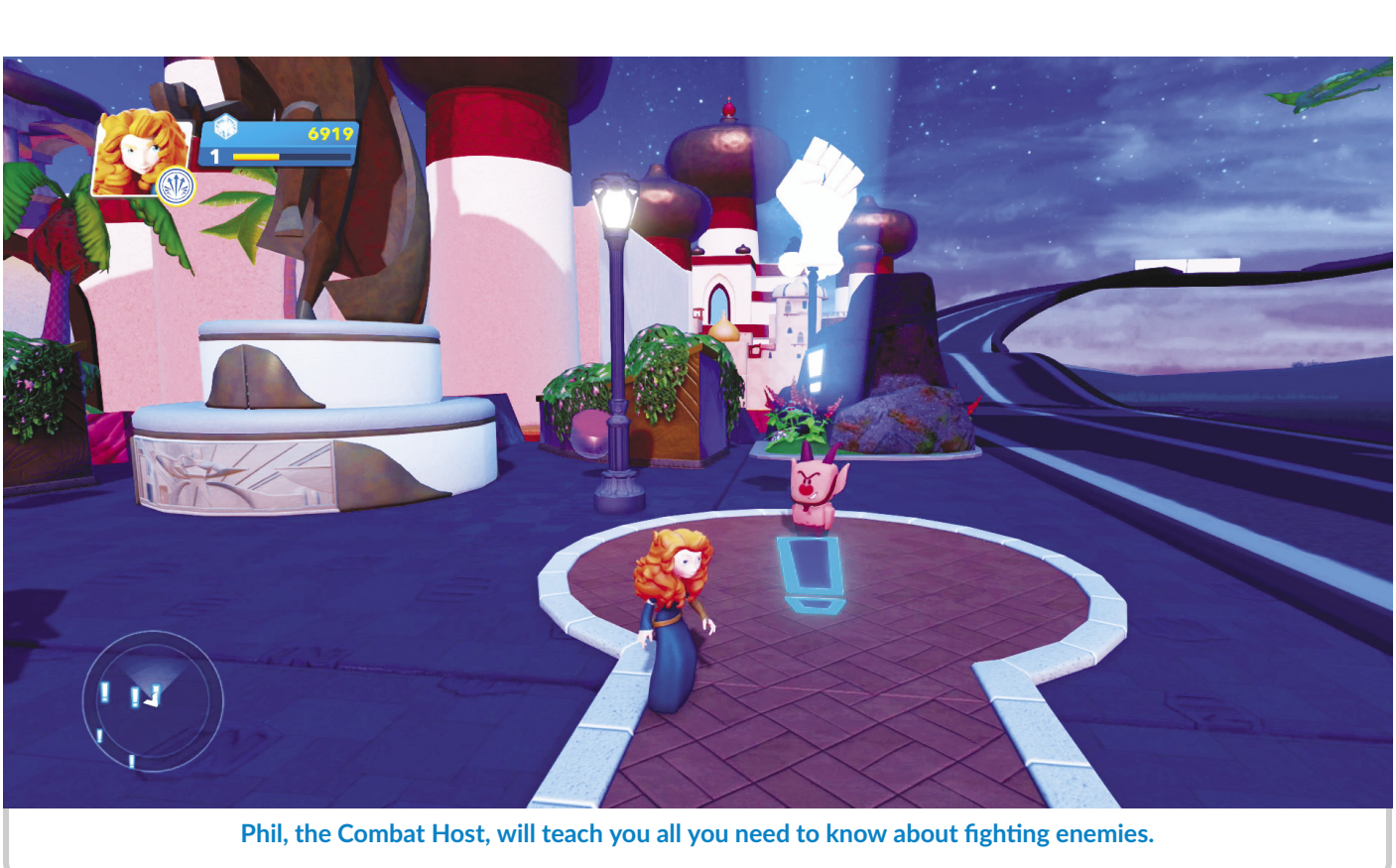
The Toy Store consists of several different pages of toys that you can unlock by spending blue Sparks.

Toy Store Host Missions

Mission	Spark Rewards	Unlocks
Talk to the Toy Store Host	10 blue	—
What does Oaken have for sale?	10 blue	—
How do you get more toys?	50 blue	—
What do blue Sparks do?	10 blue	—
How do you get your Disney Infinity 1.0 toys?	10 blue	—

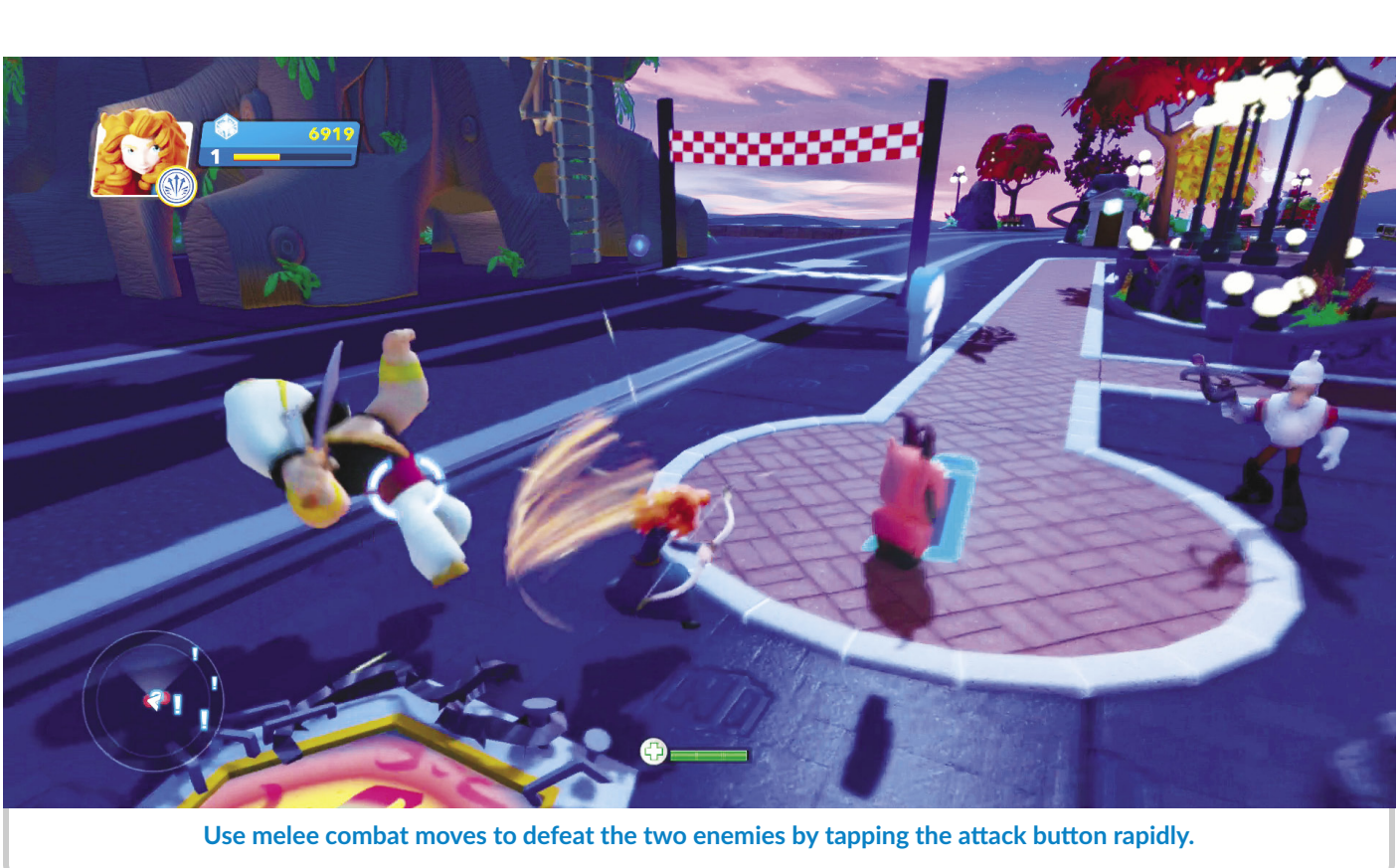
COMBAT HOST

The last of the main Toy Box hosts is Phil, the same person—I mean satyr—that trained Hercules as well as several other characters. He can make you a character too!



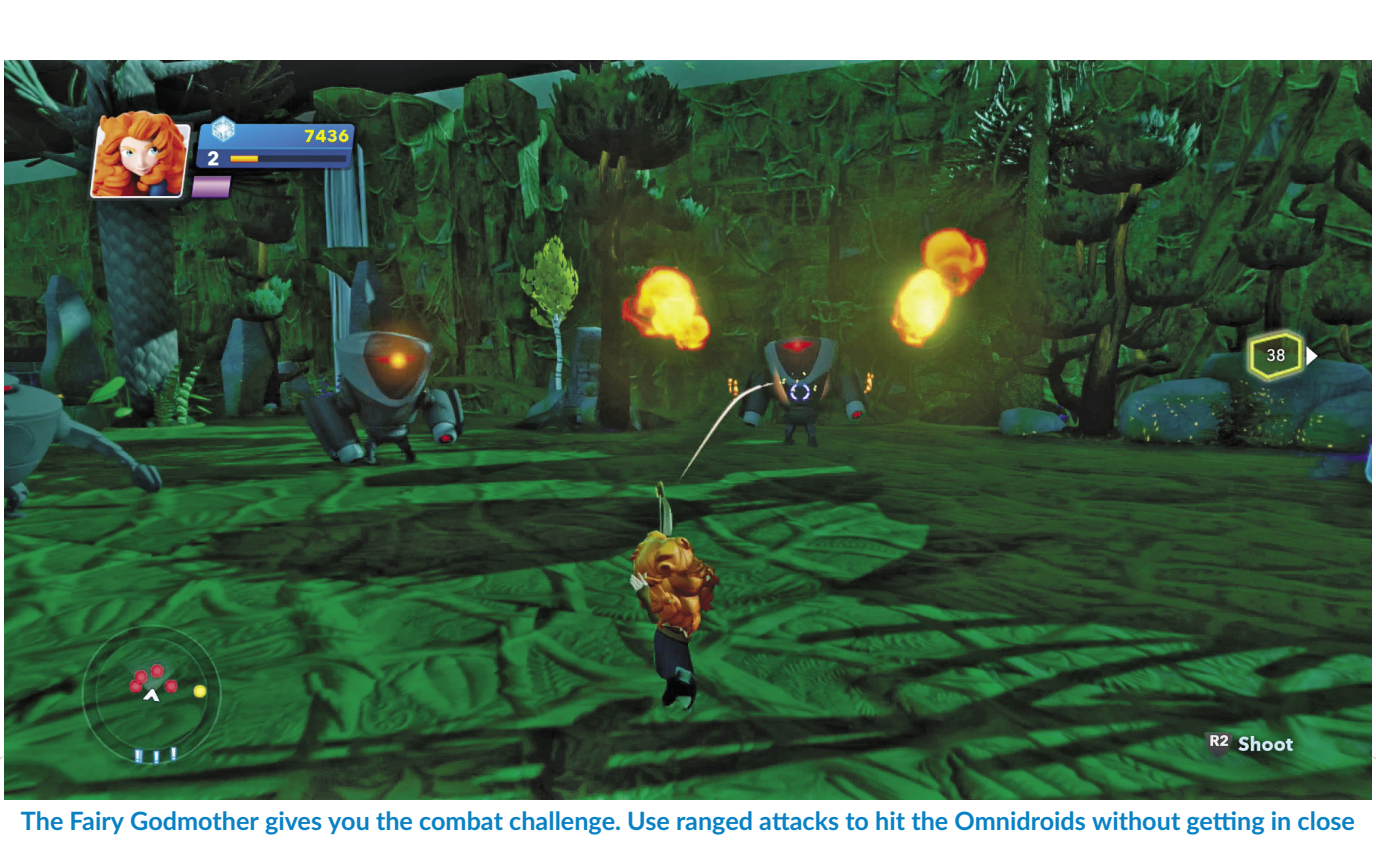
Phil, the Combat Host, will teach you all you need to know about fighting enemies.

You get your first mission when you first talk to Phil. He sends two enemies to attack you. Follow the directions and press the attack button to defeat them. Be sure to gather the Sparks they leave behind once defeated.



Use melee combat moves to defeat the two enemies by tapping the attack button rapidly.

Many characters have a ranged attack or come with a ranged weapon. However, you can change this weapon. Ask Phil about this. He will show you how to press the Item select button to open up the Packs and Tools menu. Here you can assign a weapon such as the Toy Box Blaster to your character so they can use it to attack enemies. Next ask Phil about Toy Box Games. He explains how to place a Toy Box Game piece onto the hexagonal slot on the Disney Infinity base to play these games. Finally talk to Phil about placing enemies in your Toy Box. He shows you how to use the enemy generator to cause enemies to spawn in the Toy Box. Push the button on this toy if you want some more enemies to fight.

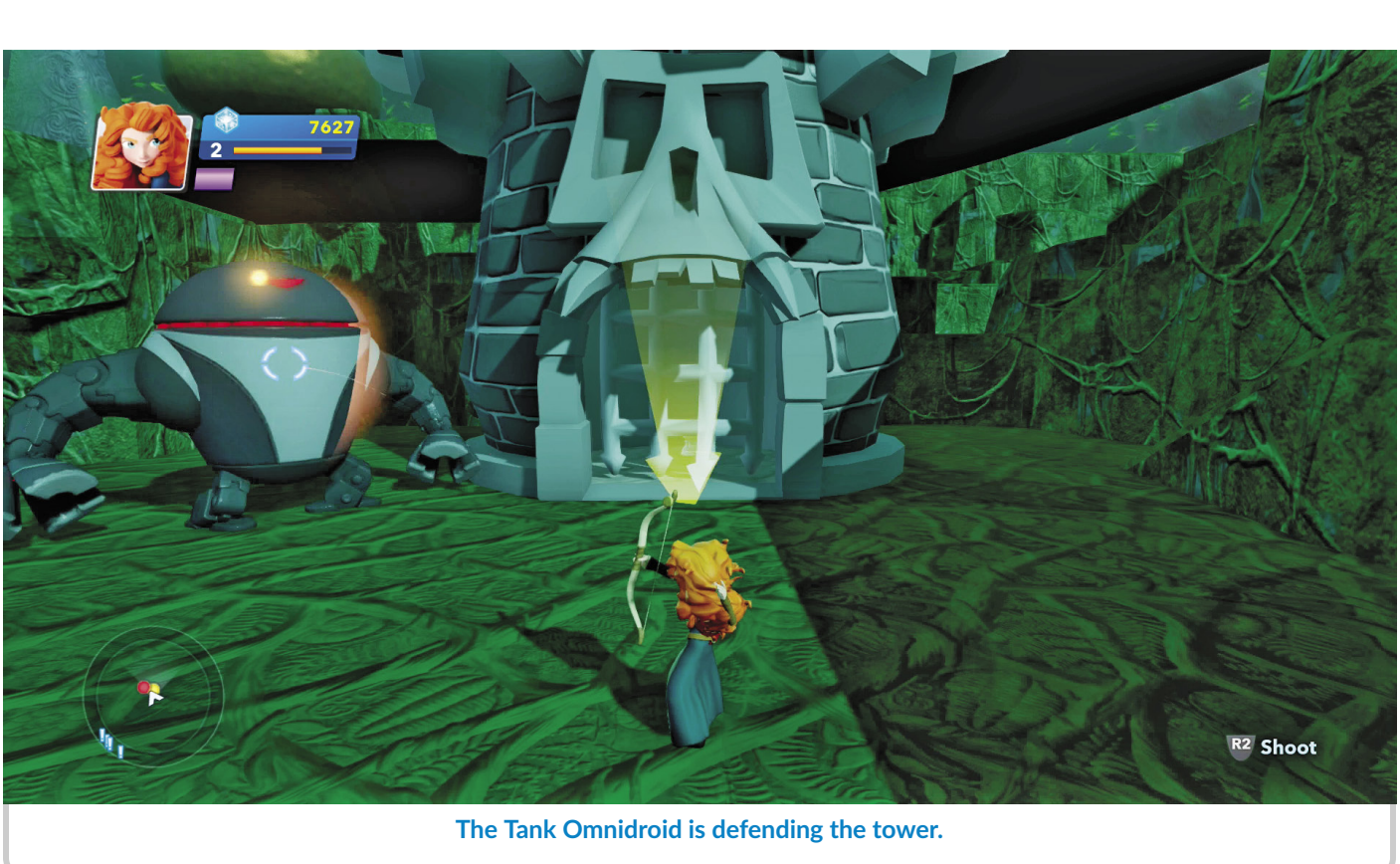


The Fairy Godmother gives you the combat challenge. Use ranged attacks to hit the Omnidroids without getting in close to them.

Now all that is left is the combat challenge. Walk across the race track to talk to the Fairy Godmother. Cinderella is being help captive. You must rescue her. Move into the courtyard area and defeat several Omnidroids so you can get to a button. Push it to lower a bridge so you can reach the tower where Cinderella is located. As you take damage, be sure to collect the green Spark capsules as well as green Sparks left behind by defeated enemies.

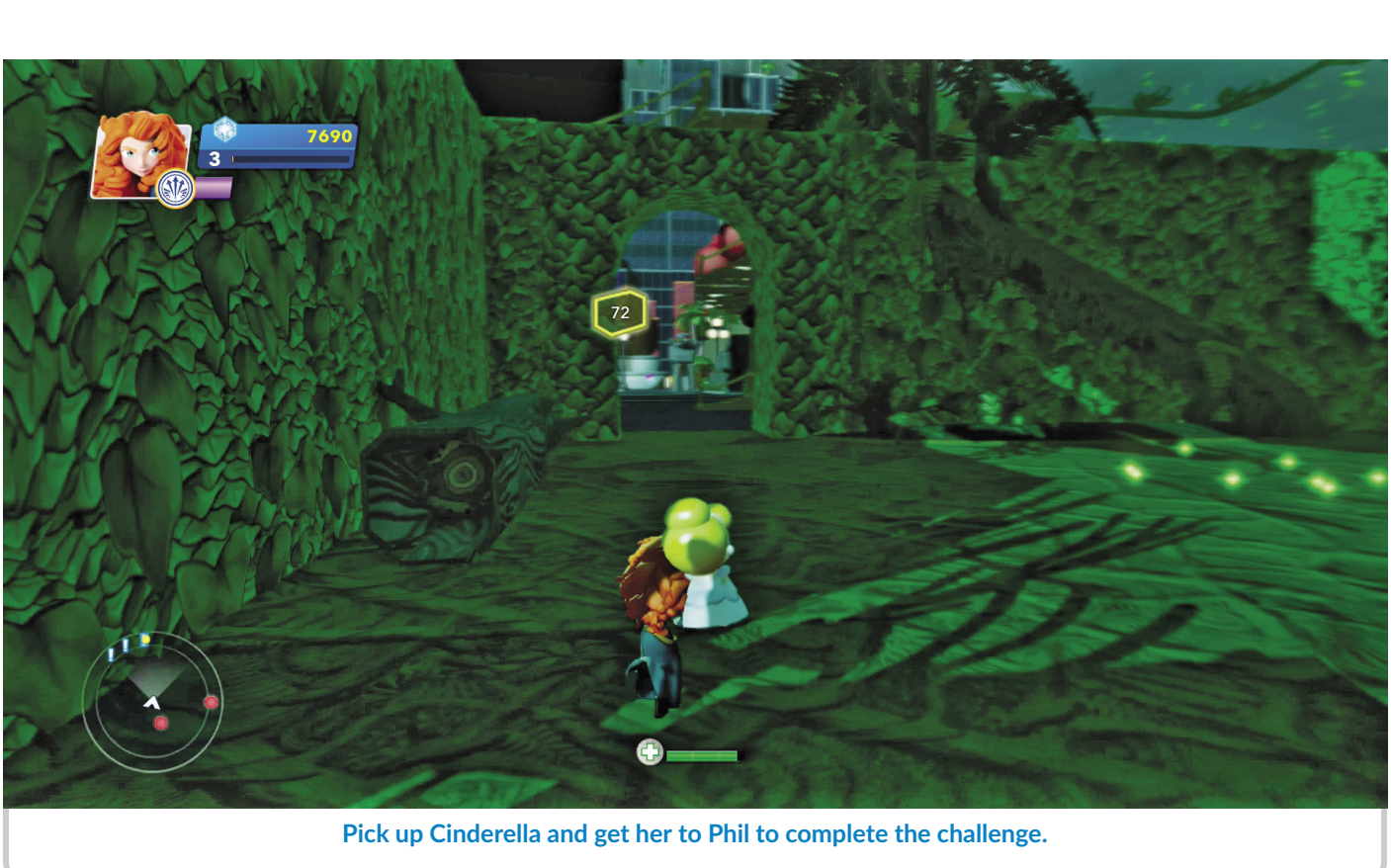
Tip

By this time, you should have leveled up your character a few levels. Be sure to go to the Skill Tree from the pause menu and purchase some skills for your character that will help them be more effective in combat.



The Tank Omnidroid is defending the tower.

Once you get across the bridge, you must face the boss—a Tank Omnidroid. This is one strong enemy and it can take a lot of damage. Stay back and use the Toy Box Blaster or your character's ranged attack to hit this boss. When it begins firing its lasers at you, move behind the tower for cover. Then resume your attack when the laser stops firing. Keep at it until the Tank Omnidroid is defeated.

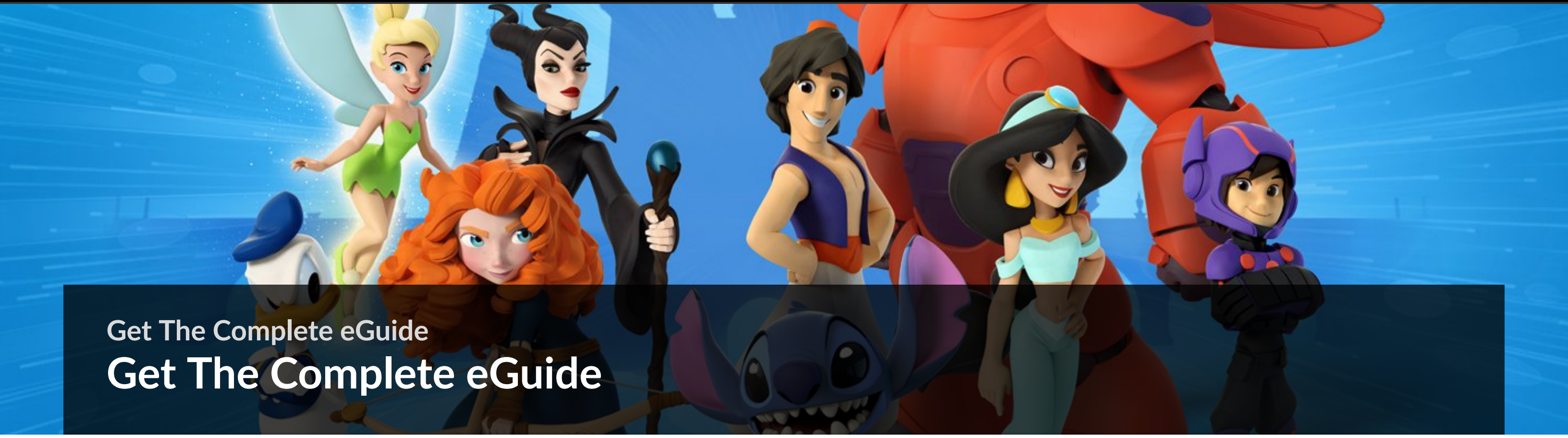


Pick up Cinderella and get her to Phil to complete the challenge.

The tower opens and you can pick up Cinderella. Carry her across the bridge. However, there are more Omnidroids waiting. If you try to fight, you will drop Cinderella. So just run as fast as you can through the courtyard and out into the Toy Box main area. Get her to Phil to complete this challenge. If you have already completed all of the other missions and challenges, you will have unlocked the final reward at the same time.

Combat Host Missions

Mission	Spark Rewards	Unlocks
Talk to the Combat Host for the first time	35 orange, 100 blue	—
Learn how to hold a weapon	25 orange, 50 blue	—
Learn how to go to a Toy Box Game	25 orange, 100 blue	—
Learn how to fill your Toy Box with enemies	25 orange, 100 blue	—
Complete the combat challenge	150 orange, 300 blue	—



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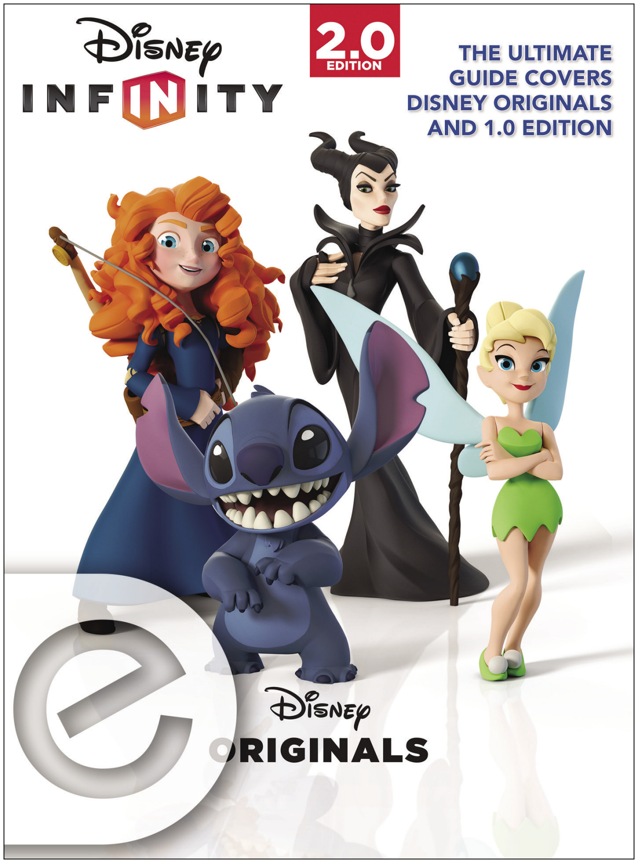
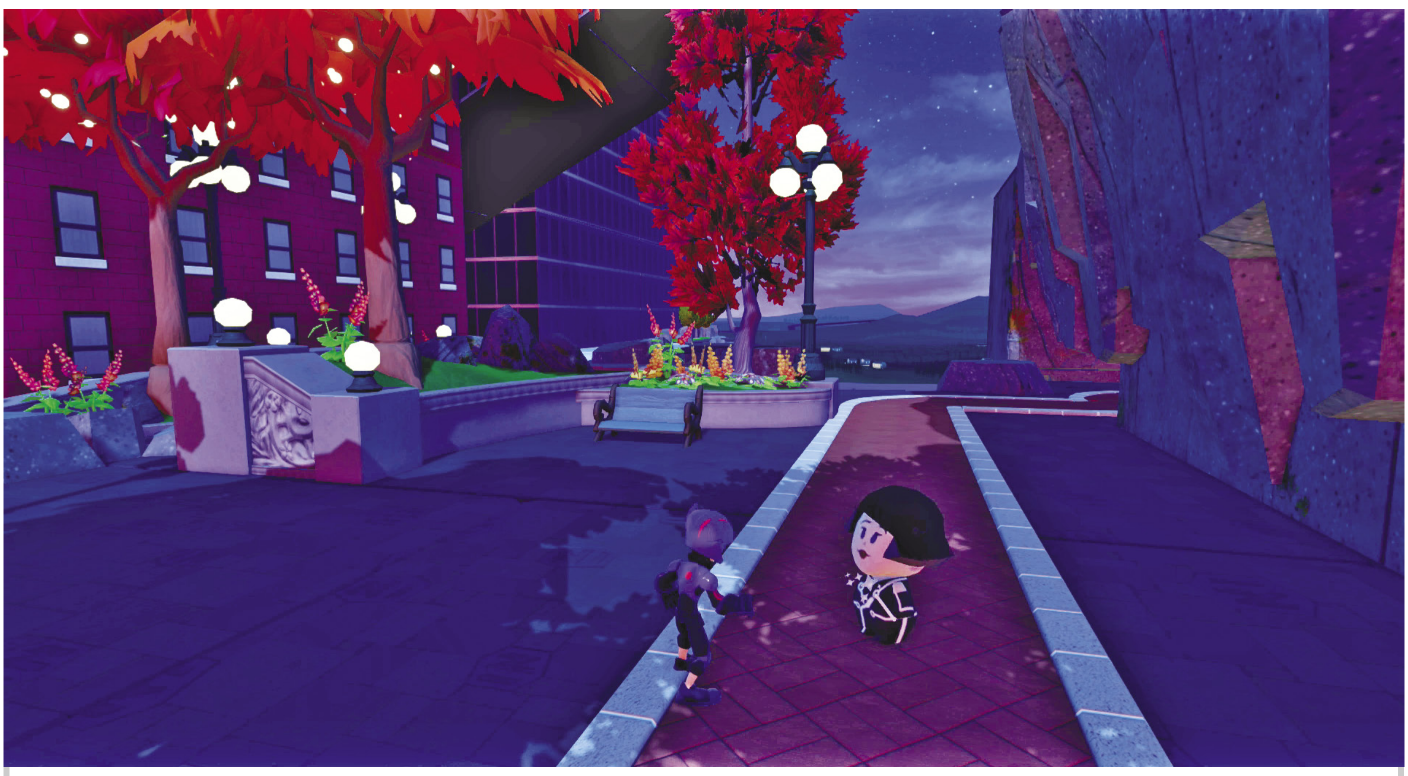


Game Creation and Logic Toys

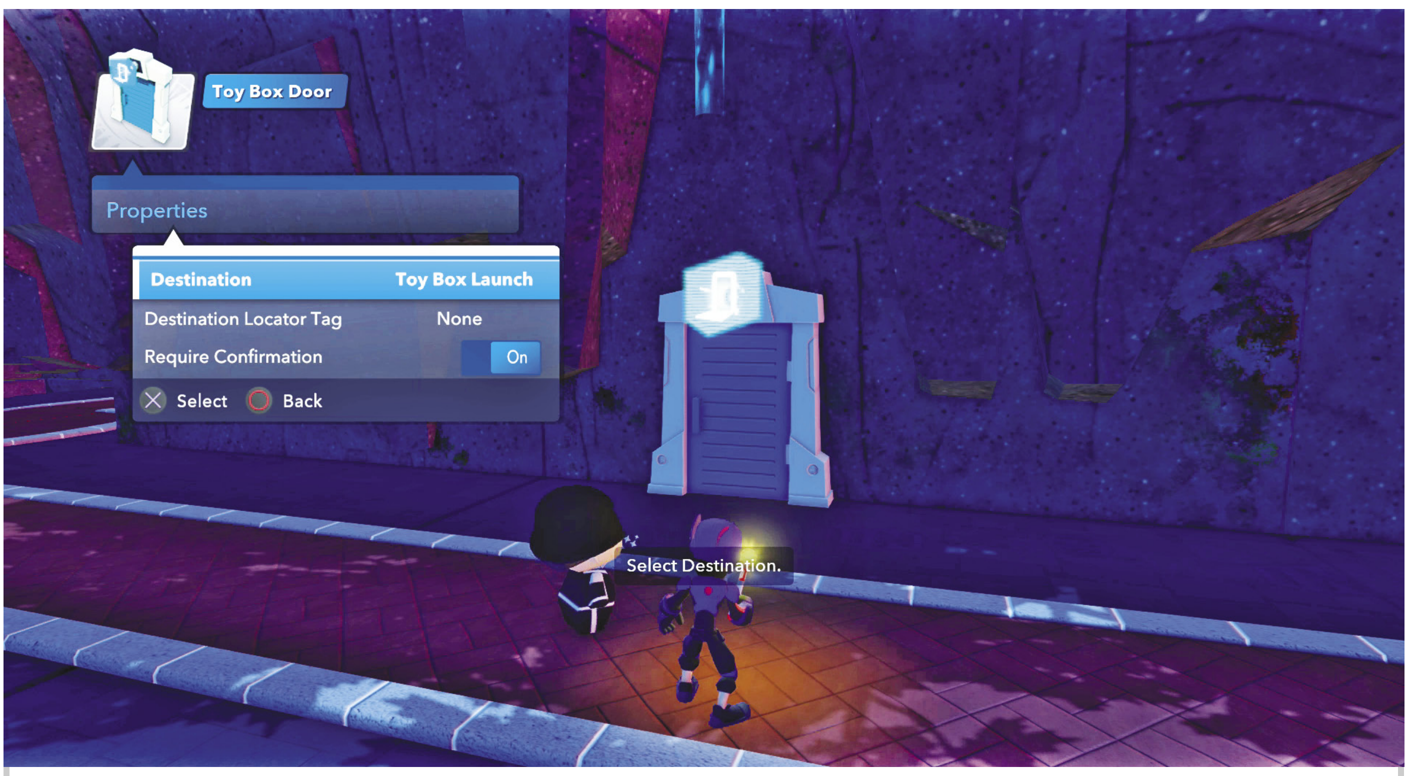
Game Creation

There is still one more Toy Box host in *Disney Infinity: Toy Box 2.0 Edition*. Quorra, from *Tron: Legacy* is the Gameplay Host. If you drop down the side of the cliff near Merlin to a lower area in the Toy Box, you can find Quorra near a door.



Quorra will teach you all about game creation.

The Toy Box Door is your first lesson with Quorra. This one has already been placed in the Toy Box for you. However, you can go into the Toy Box Editor and place these doors anywhere you want. Toy Box Doors are very powerful. They allow you to essentially connect different Toy Box Worlds. For this lesson, you are going to set up this Toy Box Door. First, you will need to take out the magic wand. Then use it to select the Toy Box Door and choose the connections icon.

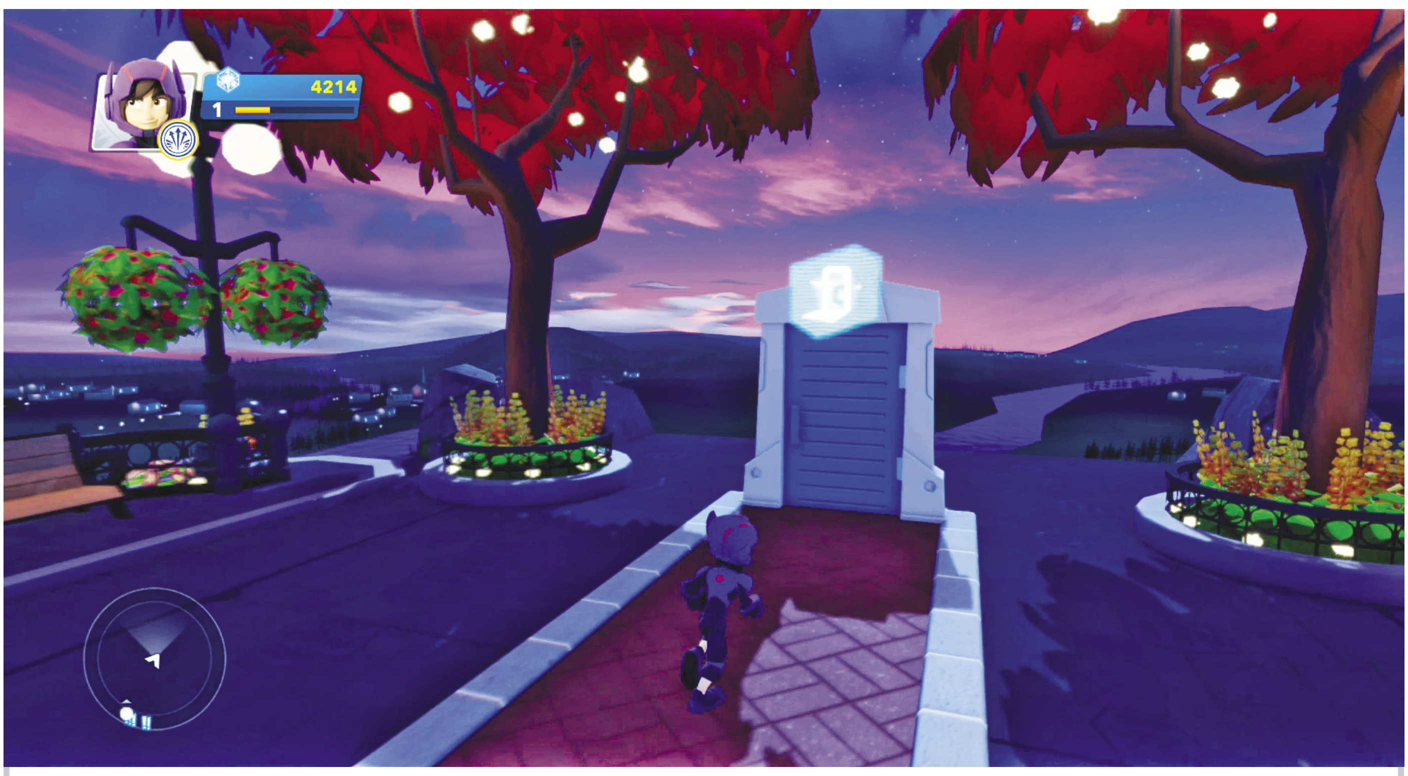


Destination	Toy Box Launch
Destination Locator Tag	None
Require Confirmation	On

Edit the properties of the Toy Box Door so you can use it to get to other Toy Boxes.

Once in the connections menu, select Properties. Now you can select the destination where the door will take you. You can choose to have the door lead to a new Toy Box, import a Toy Box, or link to an existing Toy Box. You can also select a destination locator tag and even decide whether the door will automatically take players who open it to the next destination or require a confirmation before travel. While you can link the door to any destination, test it out by selecting an existing Toy Box and choosing Toy Box Launch. Then when you go through the door, it will take you to the main level of your current Toy Box where you entered at the very start.

After connecting the Toy Box Door to another Toy Box—even the one you are currently in—Quorra disappears. However, don't worry, she still has some missions for you. Follow the brick walkway leading from the Toy Box Door you just connected to another Toy Box Door that will take you to the Game Creation Toy Box.



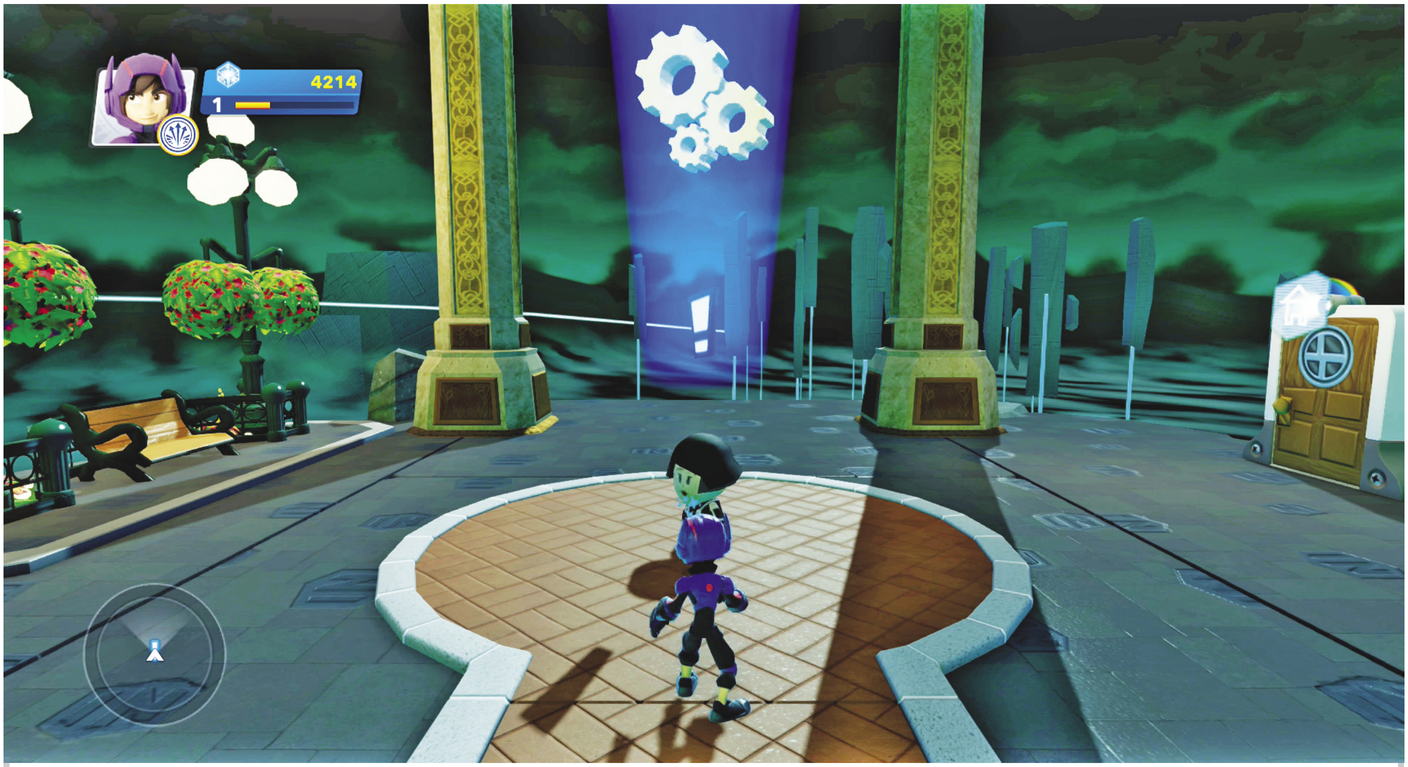
This second Toy Box Door takes you to Quorra and some lessons on creating your own games.

Tip

When designing your own Toy Box Worlds and games, use pathways to help direct players to where you want them to go.

Game Creation and Logic Toys

Learning about Game Creation

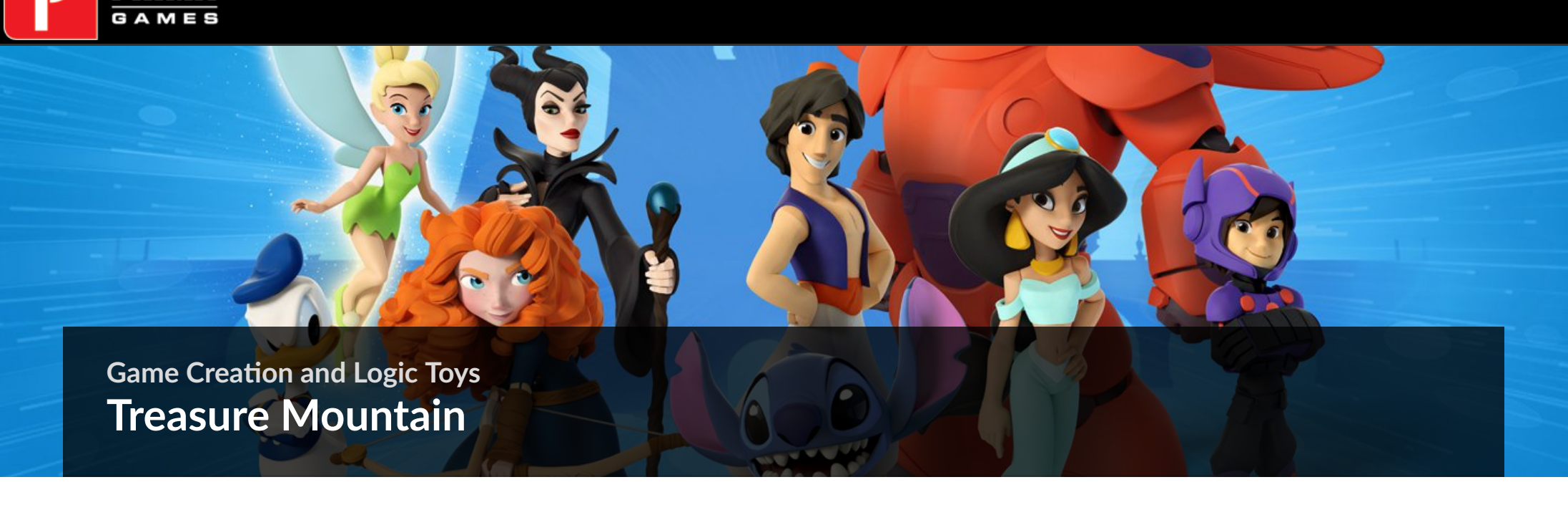


Quorra is waiting for you in the Game Creation Toy Box.

Upon arriving in the Game Creation Toy Box, you find Quorra waiting. Walk up to and talk to her. She is here to teach you how to make toys communicate with one another and work together. You can search for hidden treasure, which is a tutorial to the basics of connecting and programming toys. You can also choose to learn about five different types of kits or templates, which are mini-games that have already been set up for you. Exploring these kits is a great way to learn about creating games. However, start off with the search for hidden treasure to get your feet wet in game creation.

Note

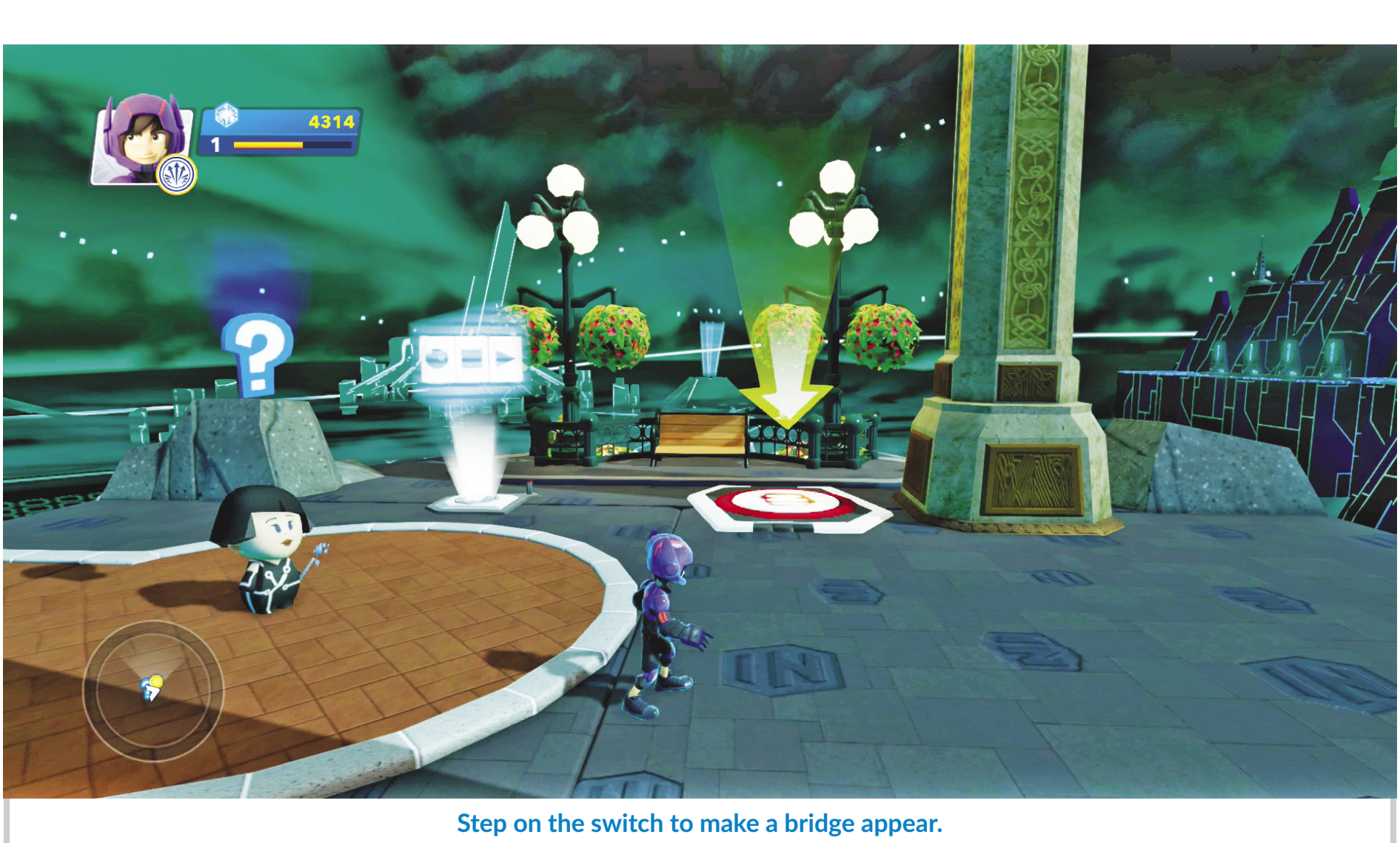
The Toy Box Door near Quorra will take you back to the Toy Box Introduction whenever you want.



Game Creation and Logic Toys

Treasure Mountain

Once you select to search for hidden treasure, a mountain appears with a treasure at the top. To get to the treasure, you will need to learn how to make toys communicate with one another. To start off, Quorra reveals a switch that serves as a trigger for the replayer toy. When you step on the switch, it sends a signal to the replayer toy to build a bridge so you can get across the gap to the other side where your mission continues. The replayer toy has recorded a bridge being built across the gap. When you step on the switch, the replayer "plays" the building process and the bridge appears in the Toy Box.



Step on the switch to make a bridge appear.

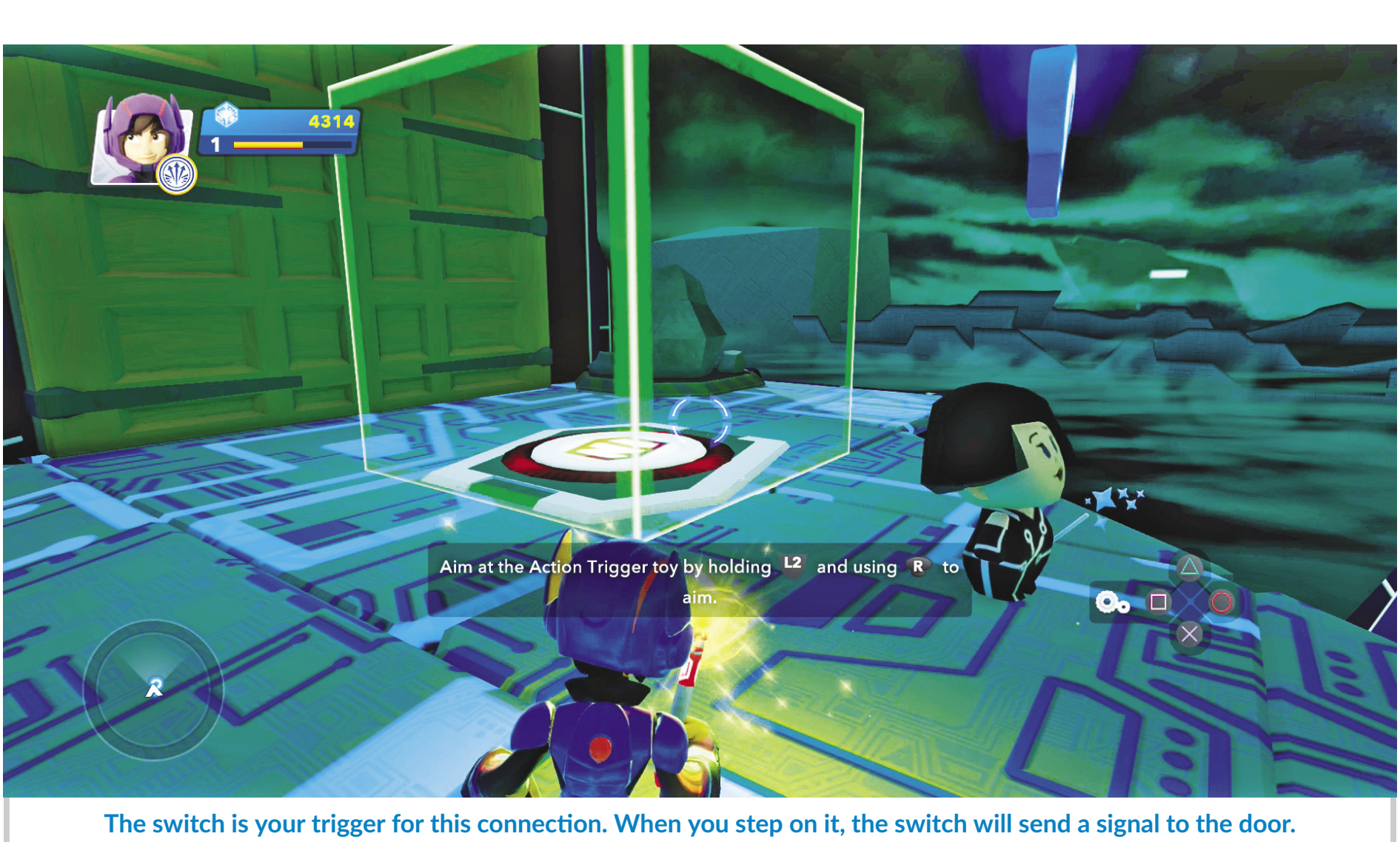
Note

Creativi-Toys is the name of toys that can be programmed by assigning them logic functions. While you can connect other toys such as doors or even rooms in the INterior, they need to connect to a Creativi-Toy for a behavior or action. In fact, there are two main factors in connecting toys. One toy acts as a trigger while the other toy receives a signal from the trigger and then performs an action. So while learning about game creation and connecting toys, think of which is the trigger and which is the action or behavior.

Tip

If you want to learn more about using Creativi-Toys as you play this mission, use your magic wand to study and analyze how each of the toys in this mission were programmed.

Follow Quorra across the bridge to the other side and then continue up a path to a locked door. In order to get the door to open, you need to connect it to the switch. To connect toys, you need to use your magic wand, so select it from the Packs and Tools menu. Select the switch by aiming at it with the magic wand and then pressing the connection button.

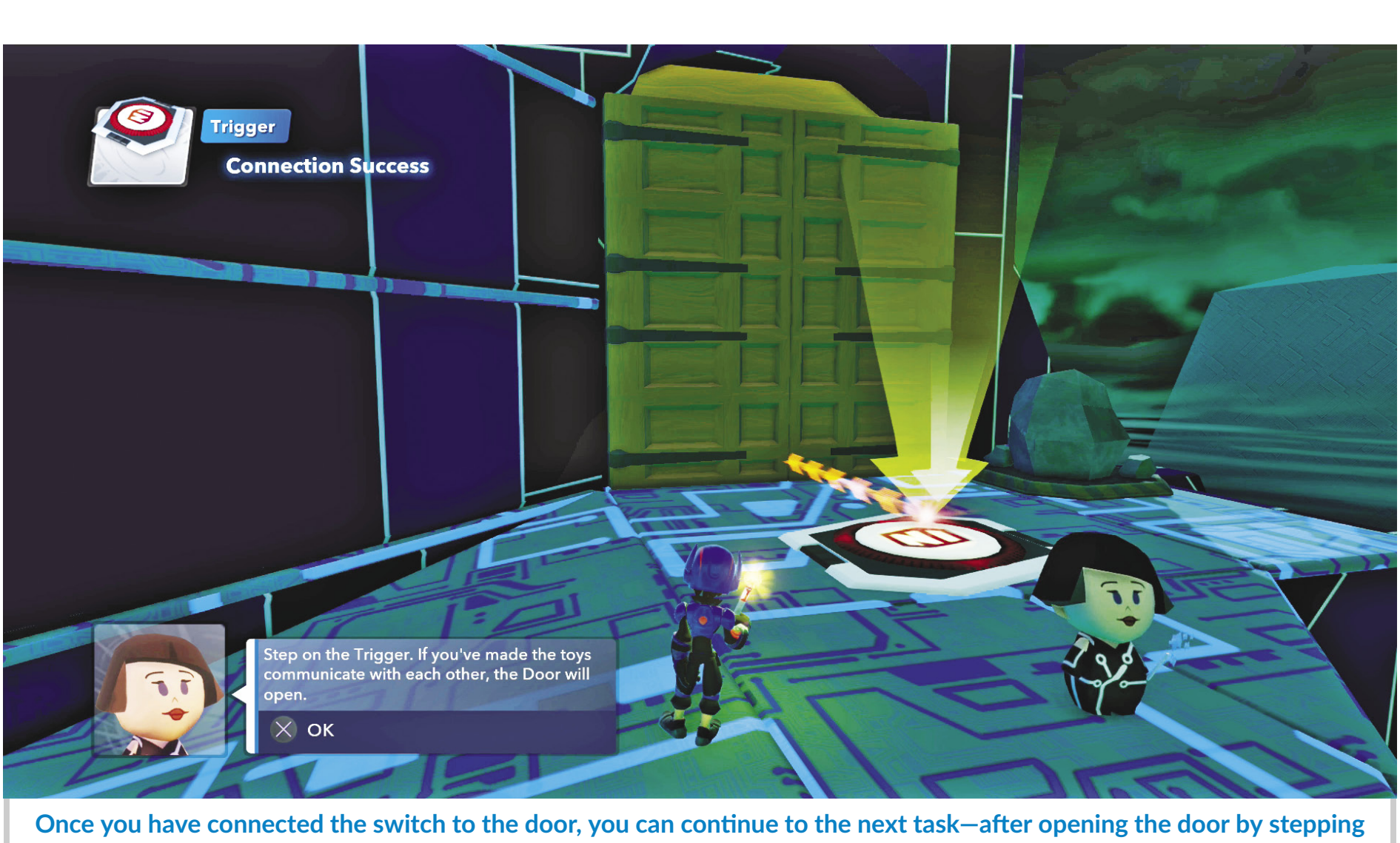


Aim at the Action Trigger toy by holding L2 and using R to aim.

The switch is your trigger for this connection. When you step on it, the switch will send a signal to the door.

In the connection menu, select New Logic Connection and then Stepped On and finally Any. When you, or any character or AI, step on the switch, it will send a signal or trigger to another toy.

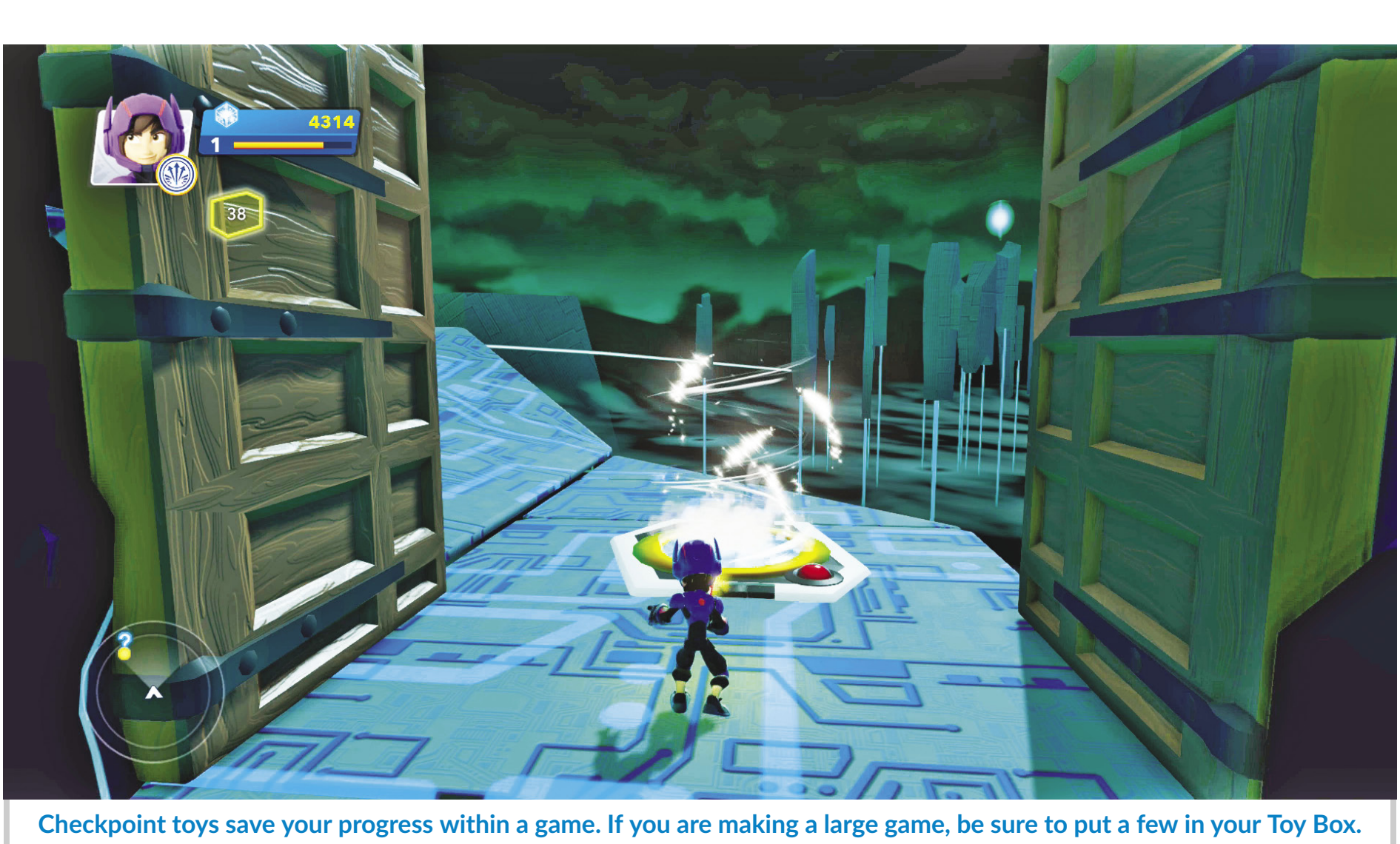
Now you need to select the behavior or action caused by the trigger. Select the door by using your magic wand. Now you decide what happens when the door receives the message or trigger. Select Open. The two toys are now connected. Walk over to the switch and step on it. The door will then open. Walk into a cave and collect some orange Sparks in a capsule and then continue to the next door, which opens as you approach it.



Step on the Trigger. If you've made the toys communicate with each other, the Door will open.

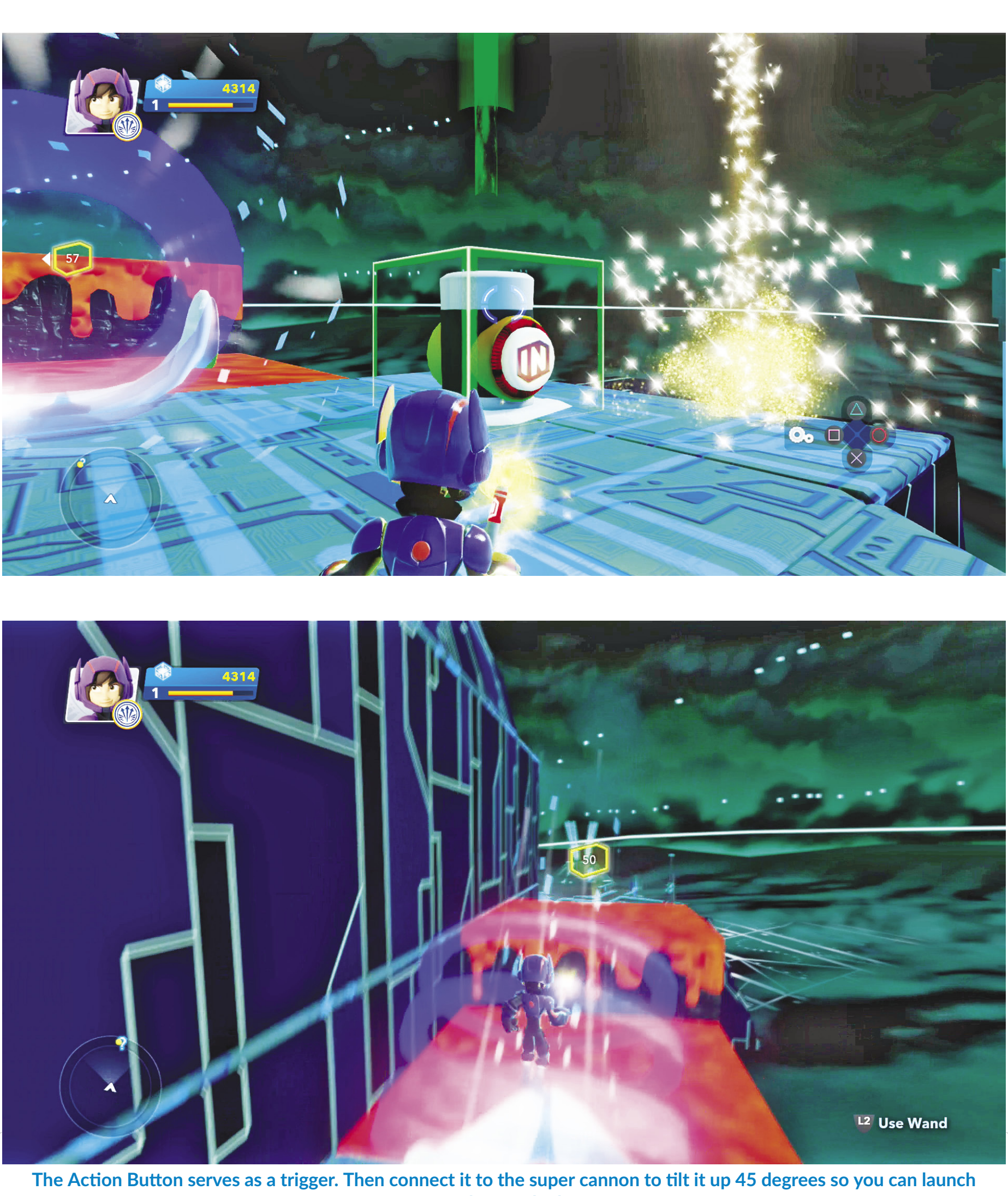
Once you have connected the switch to the door, you can continue to the next task—after opening the door by stepping on the switch.

On the other side of the door, you find a checkpoint toy. This toy can save your progress. If your character dies, then he or she will return to the last checkpoint toy stepped on. You don't know what dangers await you, so be sure to save your progress by stepping on the checkpoint.



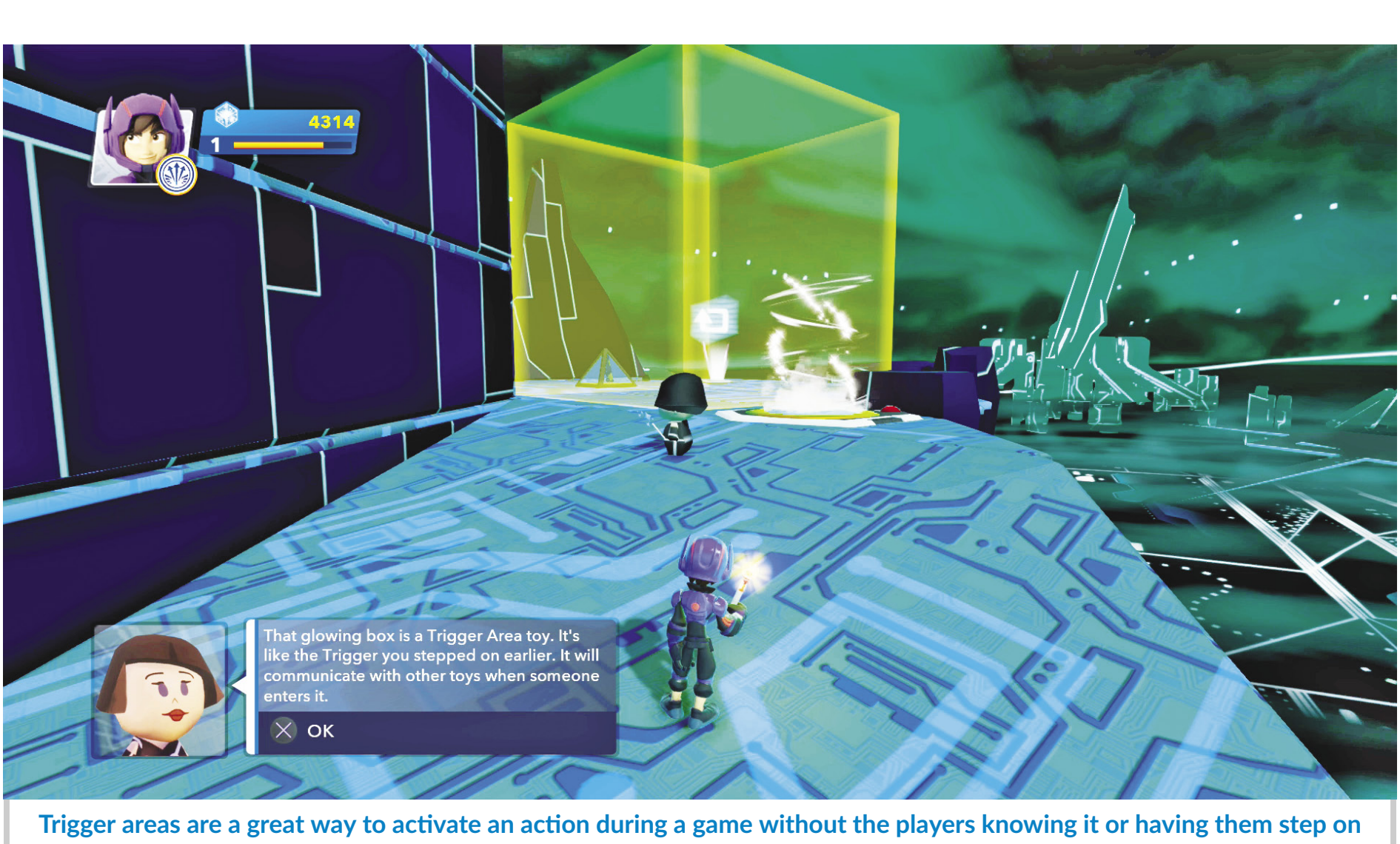
Checkpoint toys save your progress within a game. If you are making a large game, be sure to put a few in your Toy Box.

As you continue following Quorra up the side of the mountain, you come across a pool of lava that you must get across. To help you do this, you have a super cannon and an Action Button. You need to connect them. Whip out your magic wand and select the Action Button. Select New Logic Connection and then Pressed. When you press the Action Button, this sends a message. Now connect it to the super cannon and decide what you want the action to be. Select Tilt to 45 degrees to complete the connection. Finally, press the Action Button to tilt the super cannon and then walk into it and soar up and across the pool of lava.



The Action Button serves as a trigger. Then connect it to the super cannon to tilt it up 45 degrees so you can launch yourself over the lava.

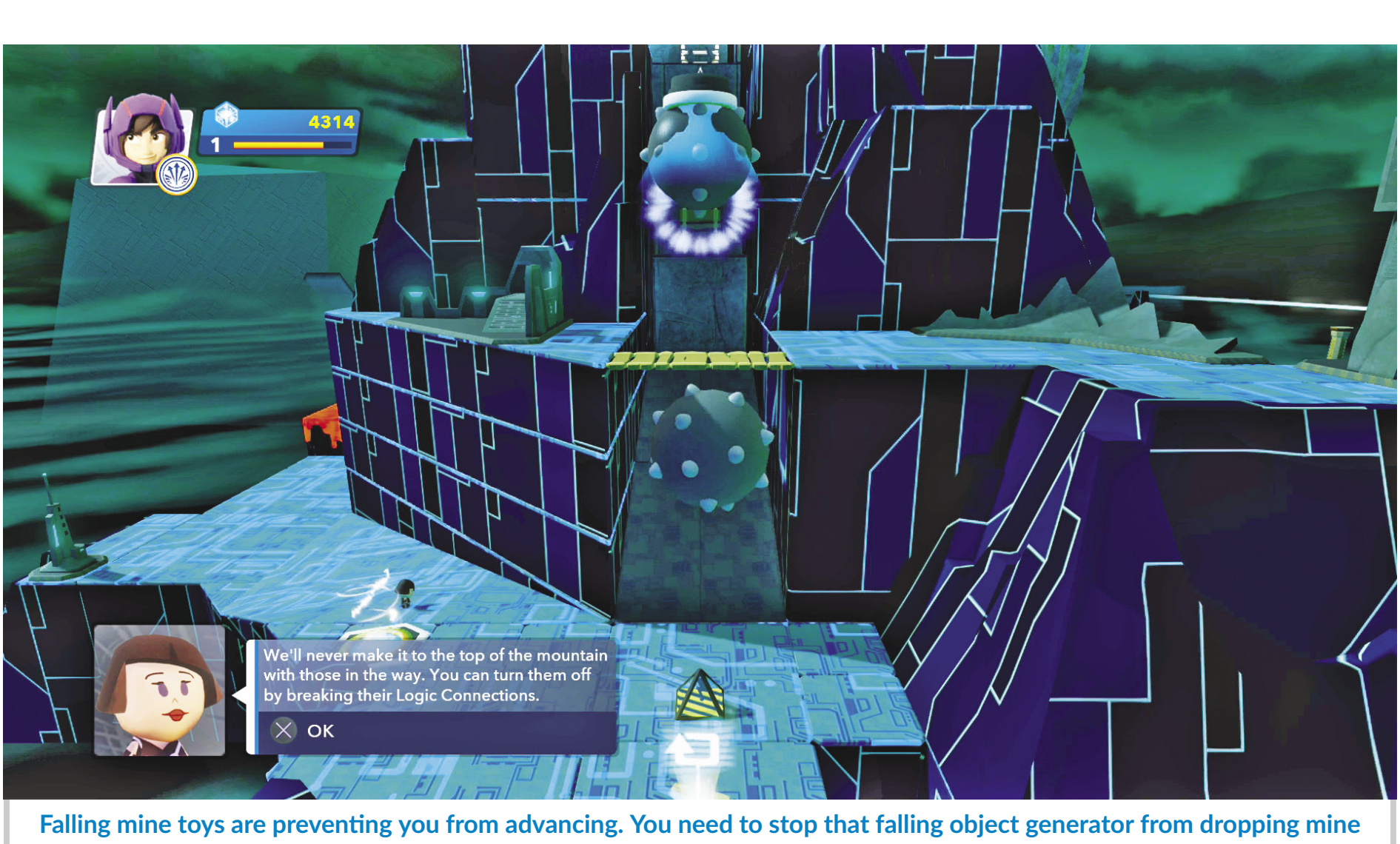
Quorra leads you farther up the mountain. You finally come to a large yellow cube. This is a trigger area. It acts like the trigger you stepped on to open the door. However, all you have to do to activate the trigger area is enter it. Plus, it is normally invisible unless you are editing. Try putting away your magic wand and the trigger area becomes invisible. There is also a checkpoint, so be sure to step on it.



That glowing box is a Trigger Area toy. It's like the Trigger you stepped on earlier. It will communicate with other toys when someone enters it.

Trigger areas are a great way to activate an action during a game without the players knowing it or having them step on a trigger.

The pathway leading farther up the mountain is blocked. A falling object generator is spawning mine toys that roll down the path until they hit a Kill Switch and blow up. If you try to go up the path, you will be killed by the mine toys. Therefore, you need to break the logic connections between some toys.



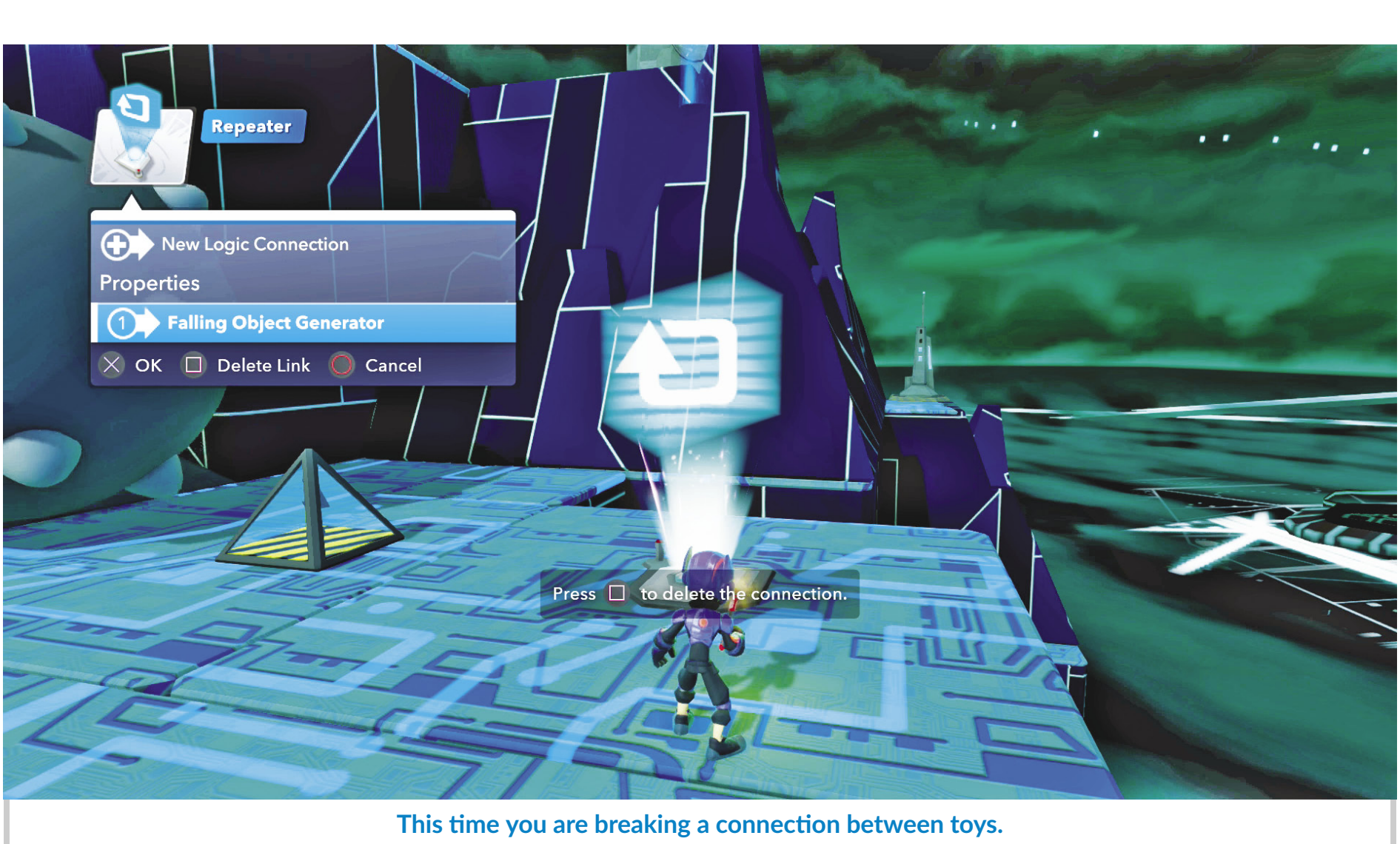
We'll never make it to the top of the mountain with those in the way. You can turn them off by breaking their Logic Connections.

Falling mine toys are preventing you from advancing. You need to stop that falling object generator from dropping mine toys.

Something is sending a message to the falling object generator to tell it to drop mine toys. Look around and find the repeater toy. Aim at it and then use the magic wand to select it. In the menu, scroll down to the connection with the falling object generator and delete the link. The mine toys stop dropping and now you can get up the ramp. Just be careful not to touch the Kill Switch or your character will be killed instead of the mine toy.

Tip

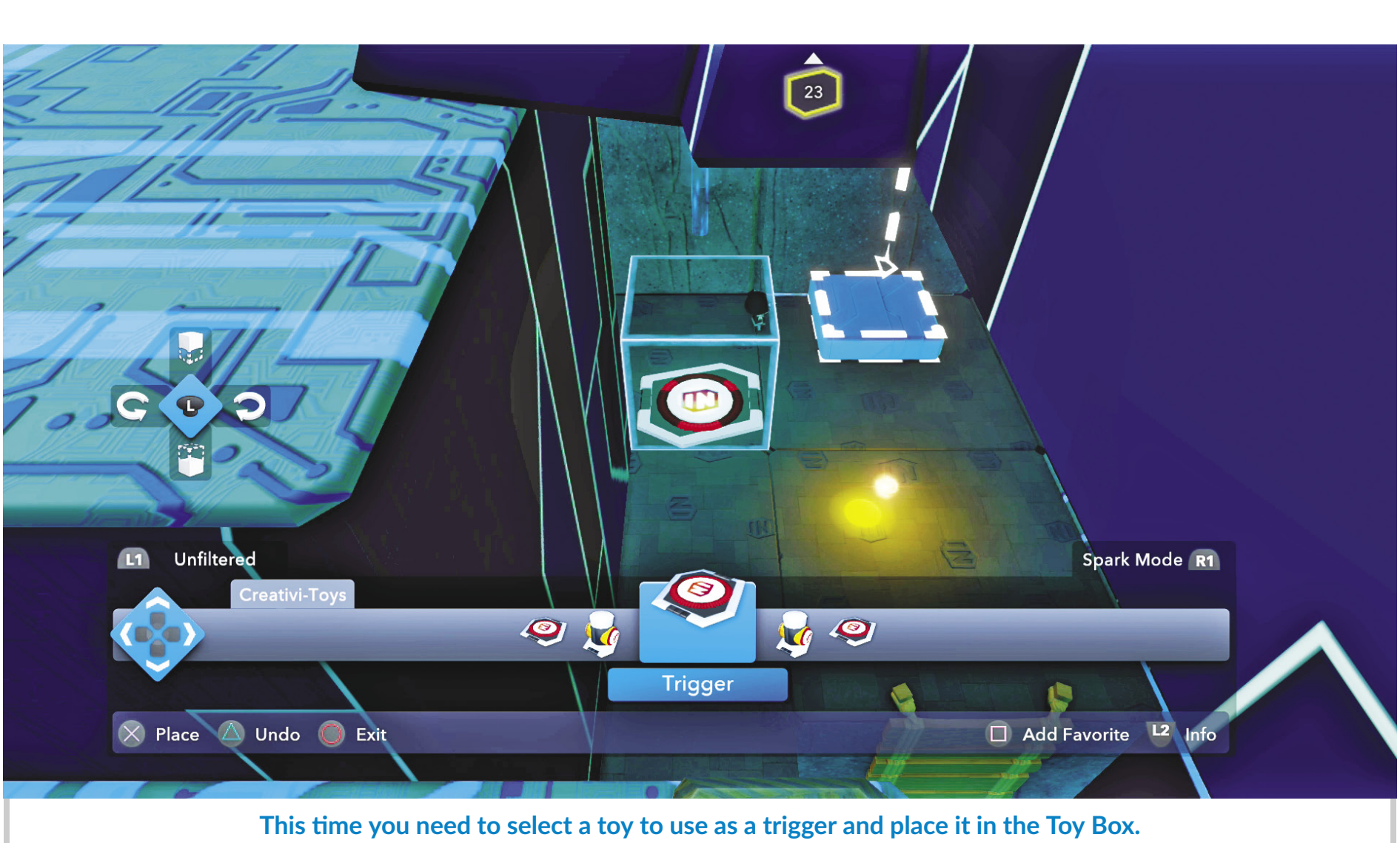
The falling mine toy obstacle is a simple connection of two toys with a third to help out. The repeater toy sends a signal to the falling object generator to drop a mine toy as soon as the previous mine toy is destroyed. The Kill Switch at the bottom destroys the mine toy and causes another to be dropped. Thus this creates an endless loop of action until the connection is broken.



Press ☐ to delete the connection.

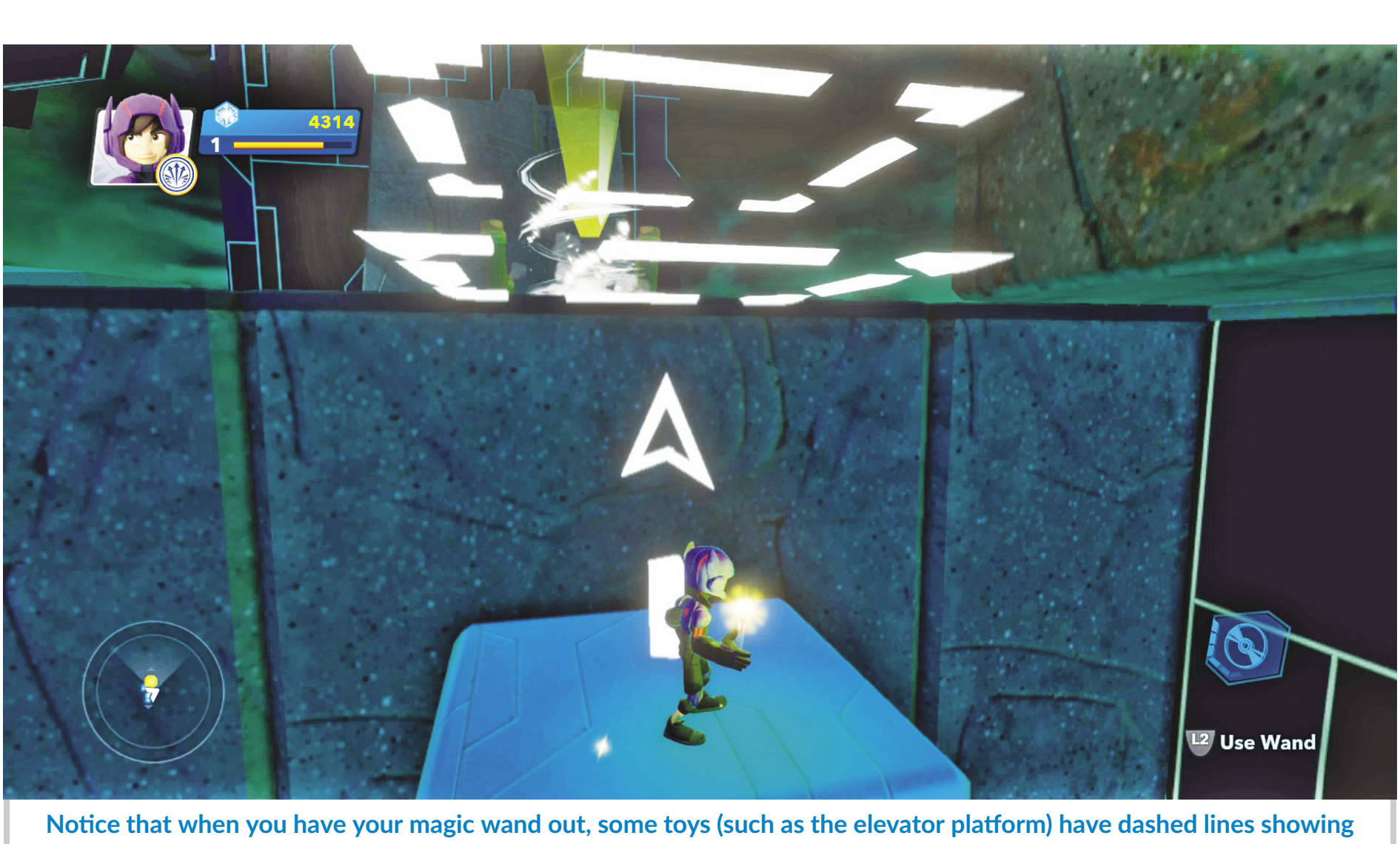
This time you are breaking a connection between toys.

Move up the ramp to the ledge. Step onto the manhole cover and it will launch you up to the top of the ledge. Then climb up the ladder to the top of another ledge to find Quorra waiting for you. She is next to an elevator. However it is not working. It needs a trigger to activate it. Open up the Toy Box Editor and from the Creativi-Toys category, select the trigger. Place it on the ground.



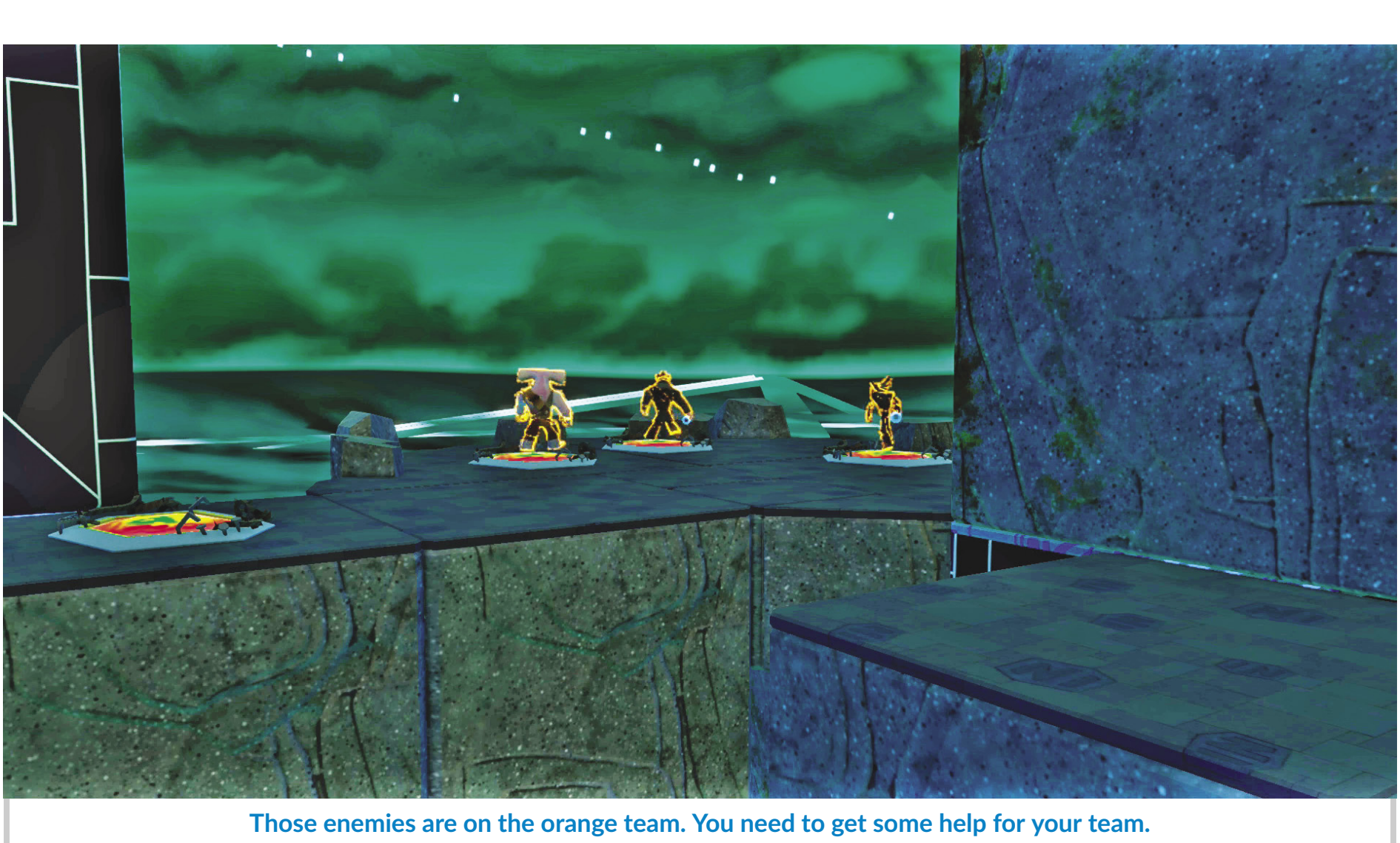
This time you need to select a toy to use as a trigger and place it in the Toy Box.

Now select the trigger using the magic wand and create a new logic connection so that it sends a message when it is stepped on by anyone. Next, connect it to the elevator platform and select the On choice so that when the message is received, the elevator will start going up and down. Once it is all connected, step on the trigger and ride the elevator to a higher ledge.



Notice that when you have your magic wand out, some toys (such as the elevator platform) have dashed lines showing the extent of their movement. However, if you put the wand away, those lines disappear. They are there to help you in editing the Toy Box.

At the top of the ledge, walk onto the checkpoint to save your progress. Now you have to deal with some enemies. Notice that they have an orange color around them. They have been created by the enemy generator and set to the orange team. They will attack anyone who is not on the orange team—since you have not been assigned to the orange team, they will attack you.

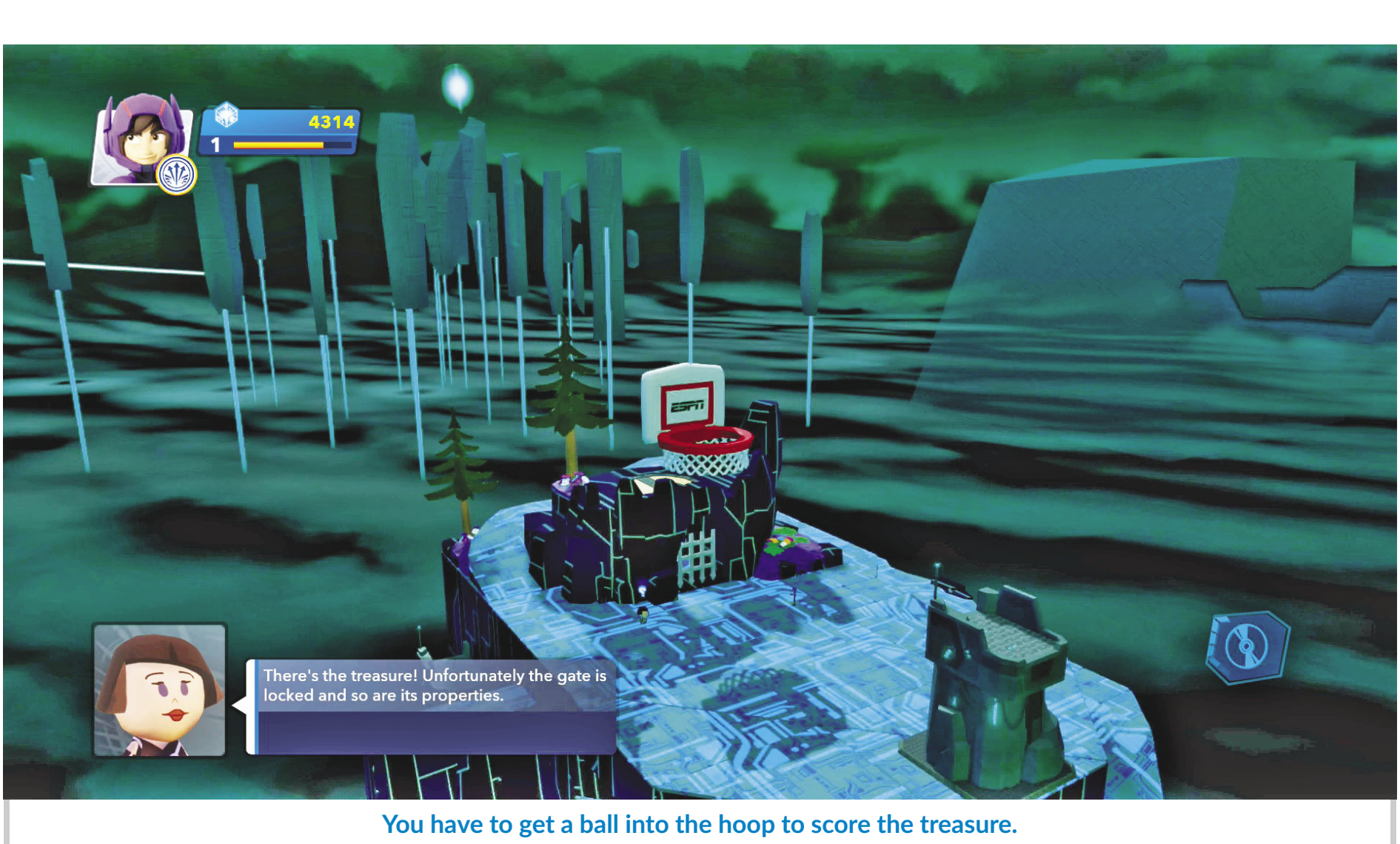


Those enemies are on the orange team. You need to get some help for your team.

Use the magic wand to select the enemy generator on the far left side, which is not activated. Select Properties, and from the Team menu, select Blue Team and then exit. When you do, a couple small bridges and a team assigner appear. Move across the bridges and touch the team assigner. This causes a Tank Omnidroid to appear and be assigned to the blue team. Since you touched the team assigner, you are on the blue team. Watch as your new teammate goes after the orange enemies.

It is nice to have big friends to help you defeat your enemies.

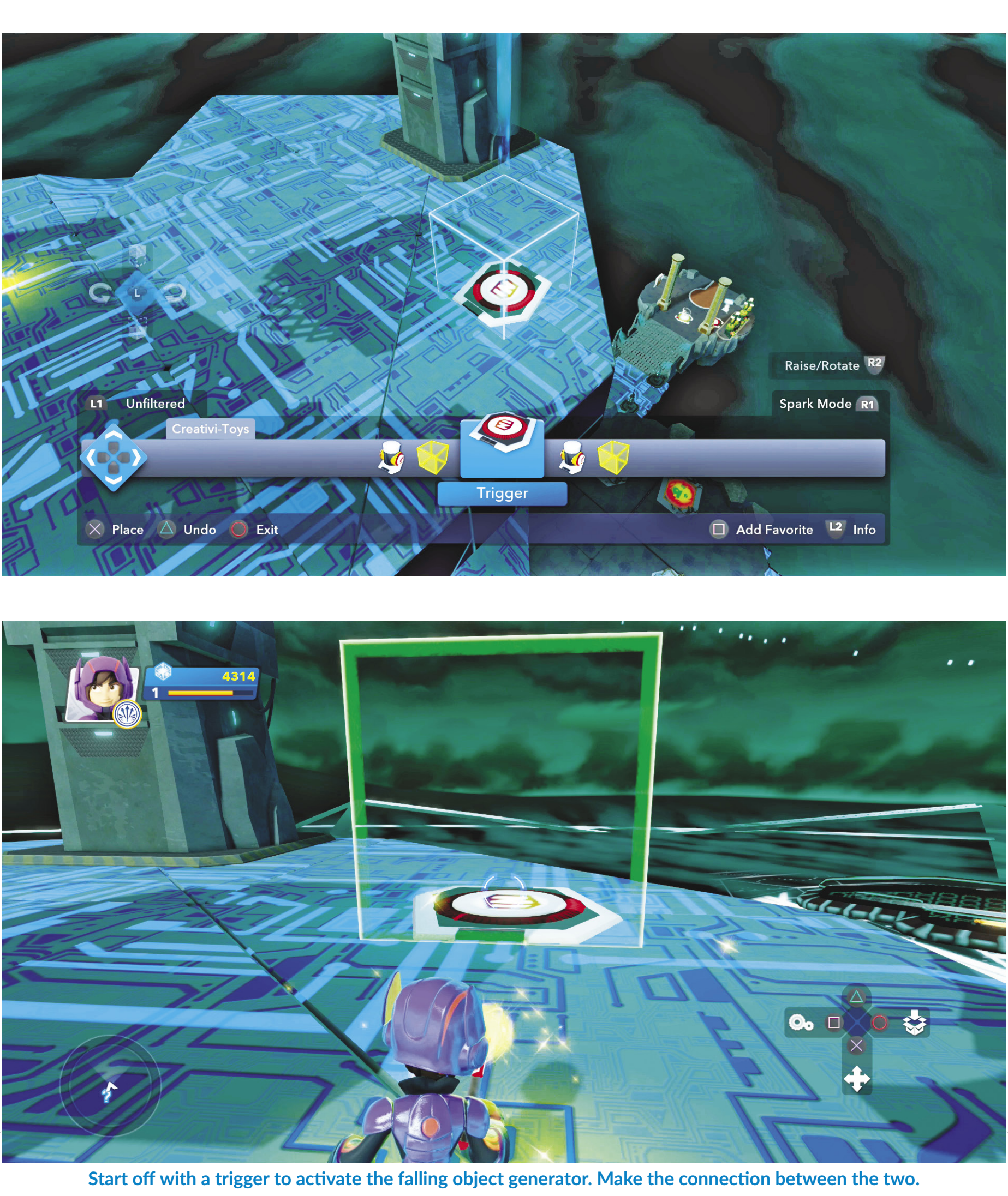
Climb up the ladder and follow Quorra the rest of the way to the top of the mountain. Here is your final challenge you must complete in order to get the treasure. The treasure is locked in a chamber behind a gate. The only way to open the gate is to drop something from the falling object generator into the basketball hoop. You will need to use Creativi-Toys to do this. There is no one way to complete this. You can make a simple way to get the ball into the hoop, or create a complex method—the choice is yours.



There's the treasure! Unfortunately the gate is locked and so are its properties.

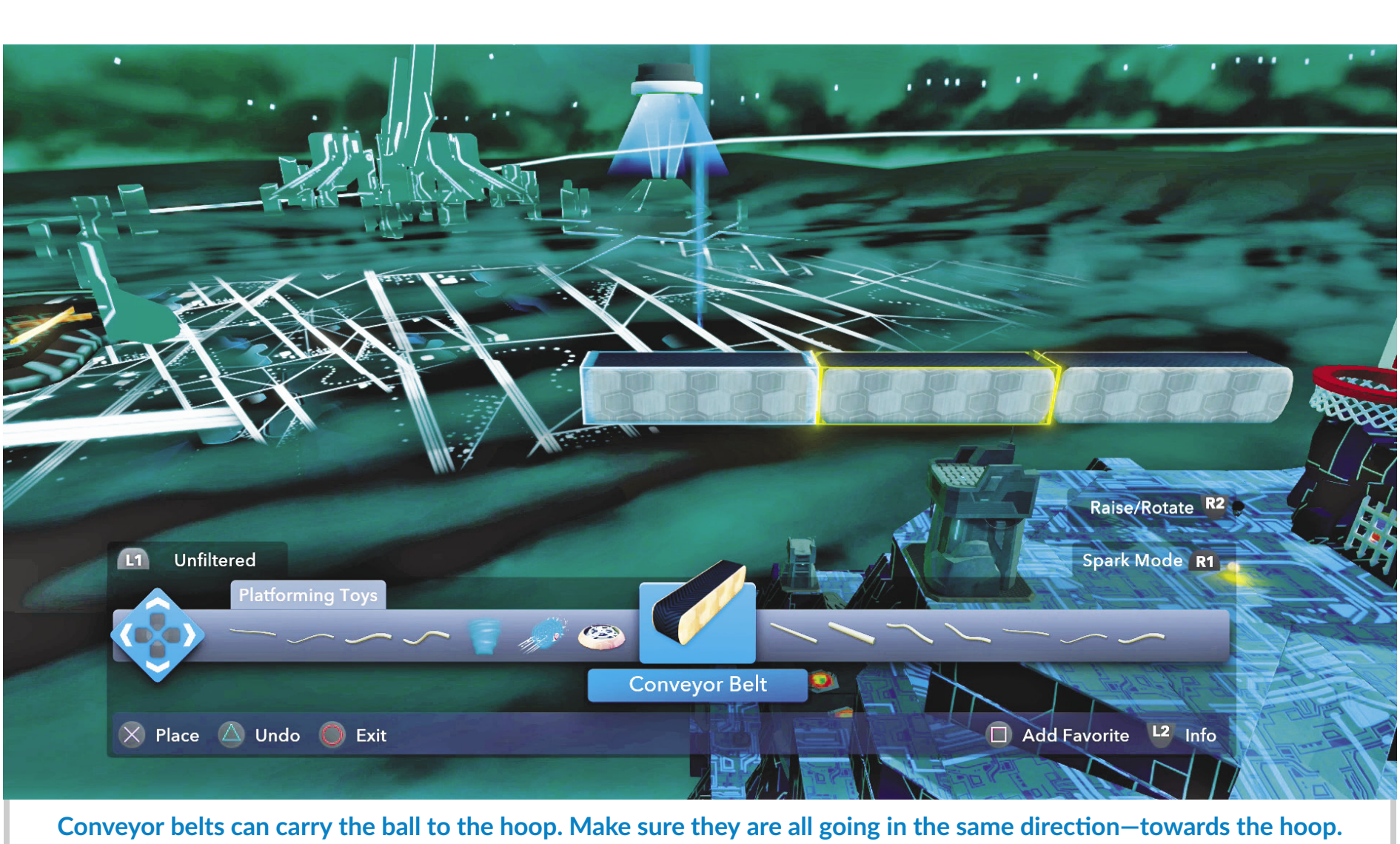
You have to get a ball into the hoop to score the treasure.

The first thing you need to do is put a trigger or other toy that you can connect to the falling object generator to get it to start dropping balls. Open the Toy Box Editor, go to the Creativi-Toys category, and select the trigger or the Action Button. Place it on the ground. Now select it with the magic wand, create a trigger event, and then connect it to the falling object generator. Select an ESPN basketball or other ball to drop when the trigger is activated.



Start off with a trigger to activate the falling object generator. Make the connection between the two.

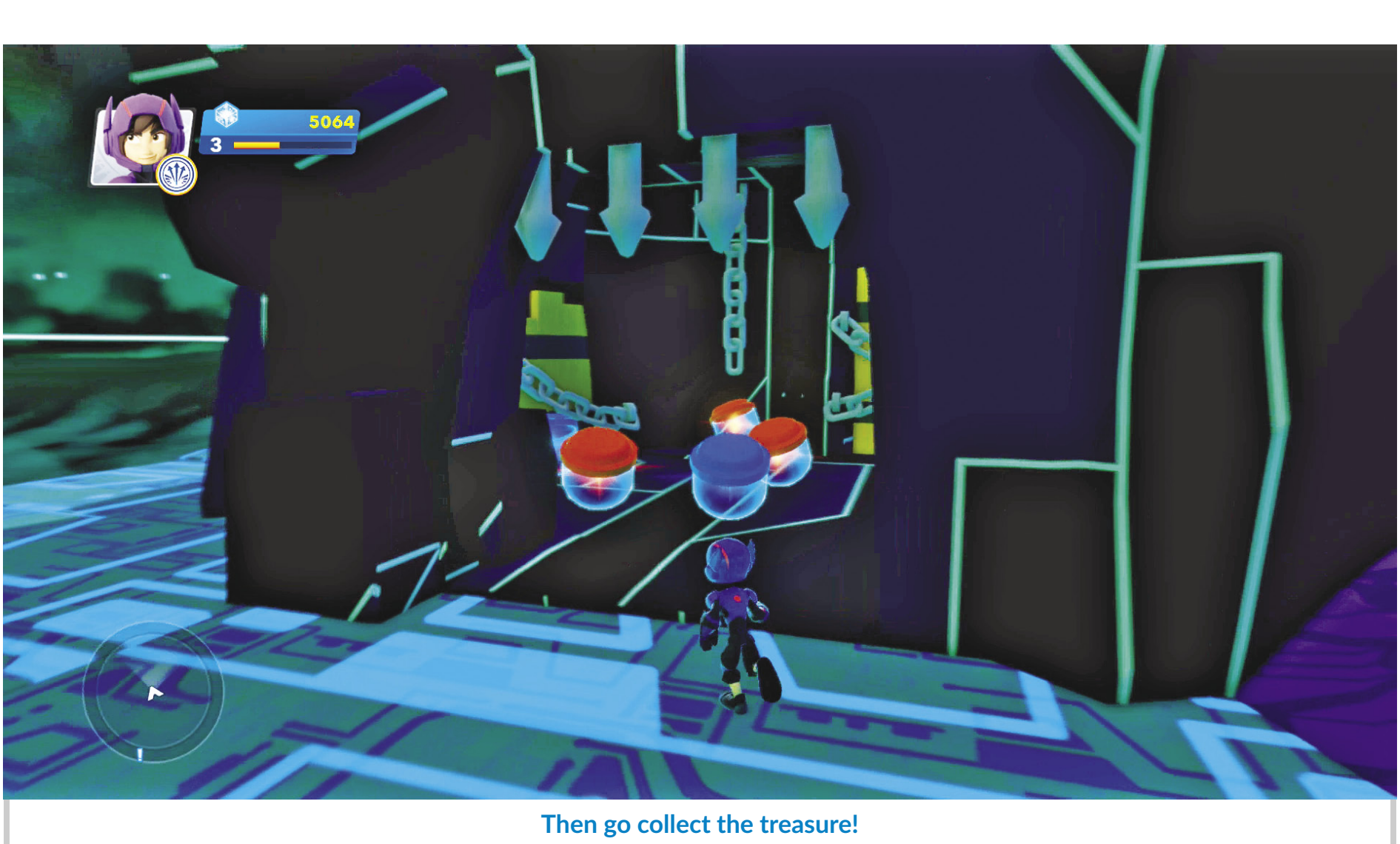
Now you have to figure out a way to get the ball from the generator to the hoop. A simple way is to use conveyor belts from the Platforming Toys category. Place one under the generator and then a couple more in a line all the way to the hoop. Now when a ball drops, it should be carried by the conveyor belts all the way to the hoop.



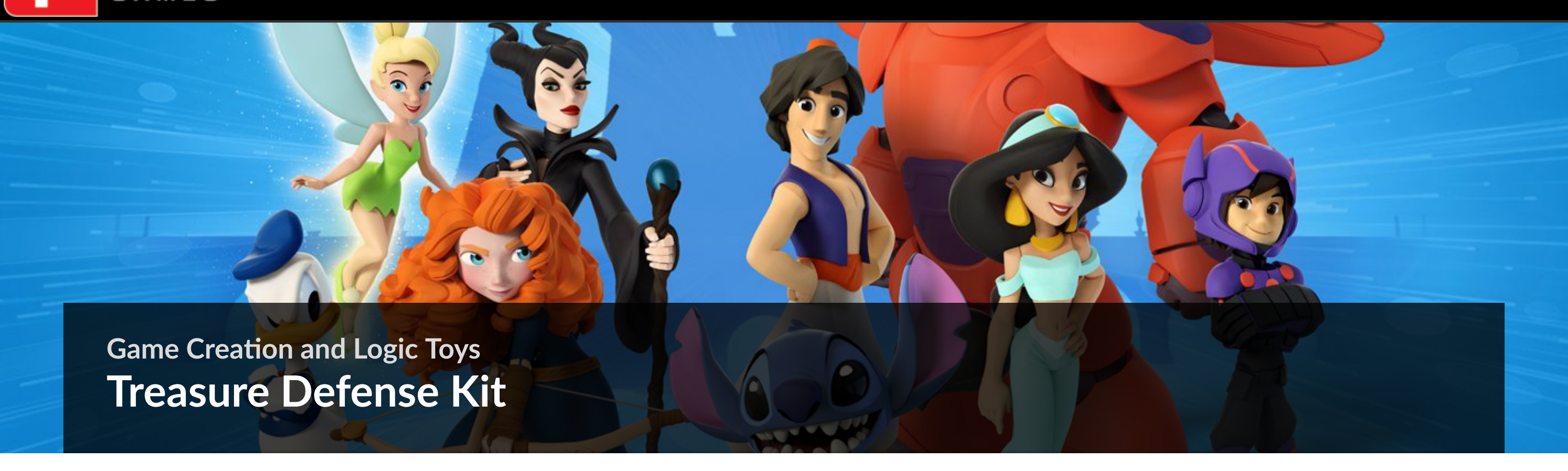
Conveyor belts can carry the ball to the hoop. Make sure they are all going in the same direction—towards the hoop.

Once you get your connections made, step on the trigger to drop a ball. Then watch to see if it goes in. You may need to use the magic wand to move toys around to get it just right. There are several different types of toys you can use to complete this. Once a ball goes into the hoop, the gate opens and you can enter to collect several capsules of orange and blue Sparks.

Watch the ball go into the hoop.



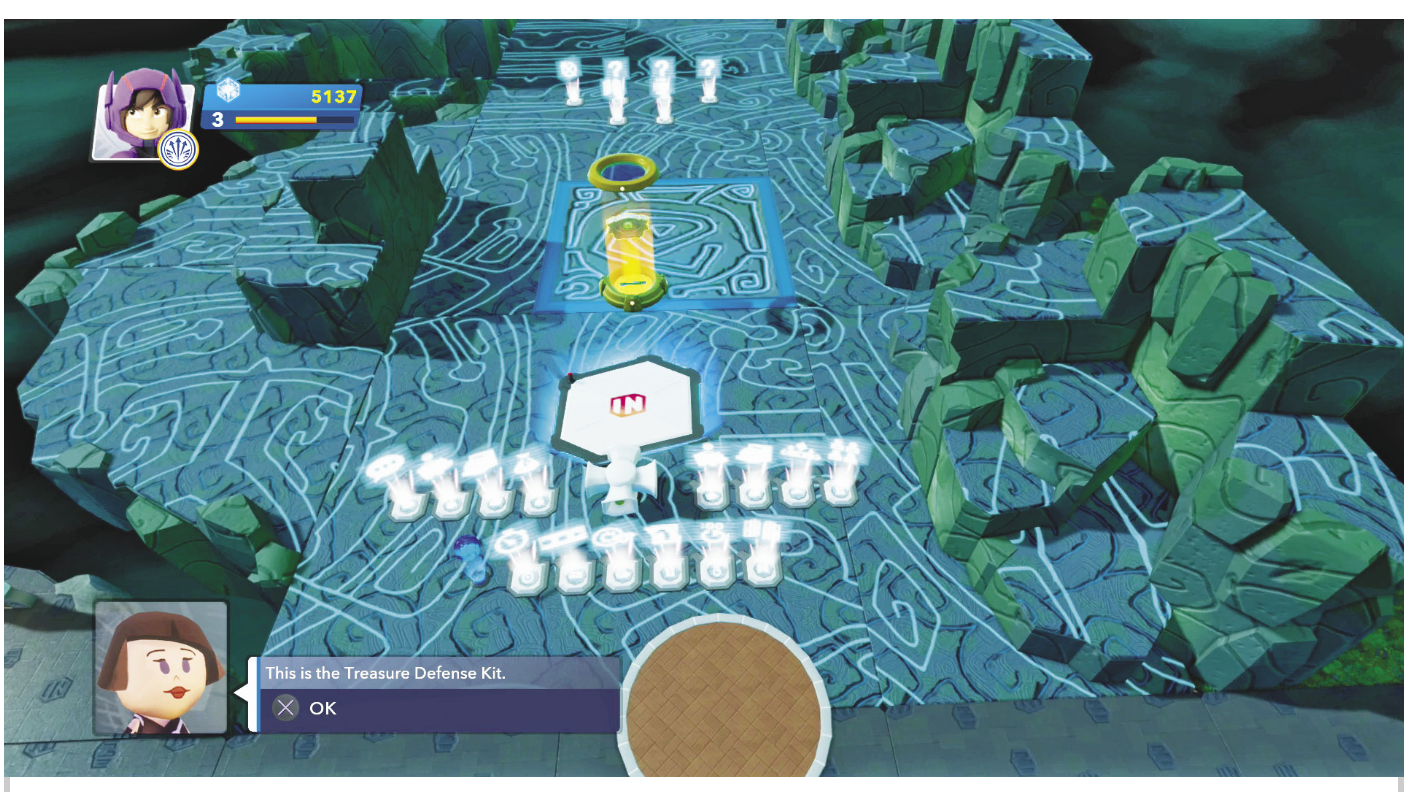
Then go collect the treasure!



Game Creation and Logic Toys

Treasure Defense Kit

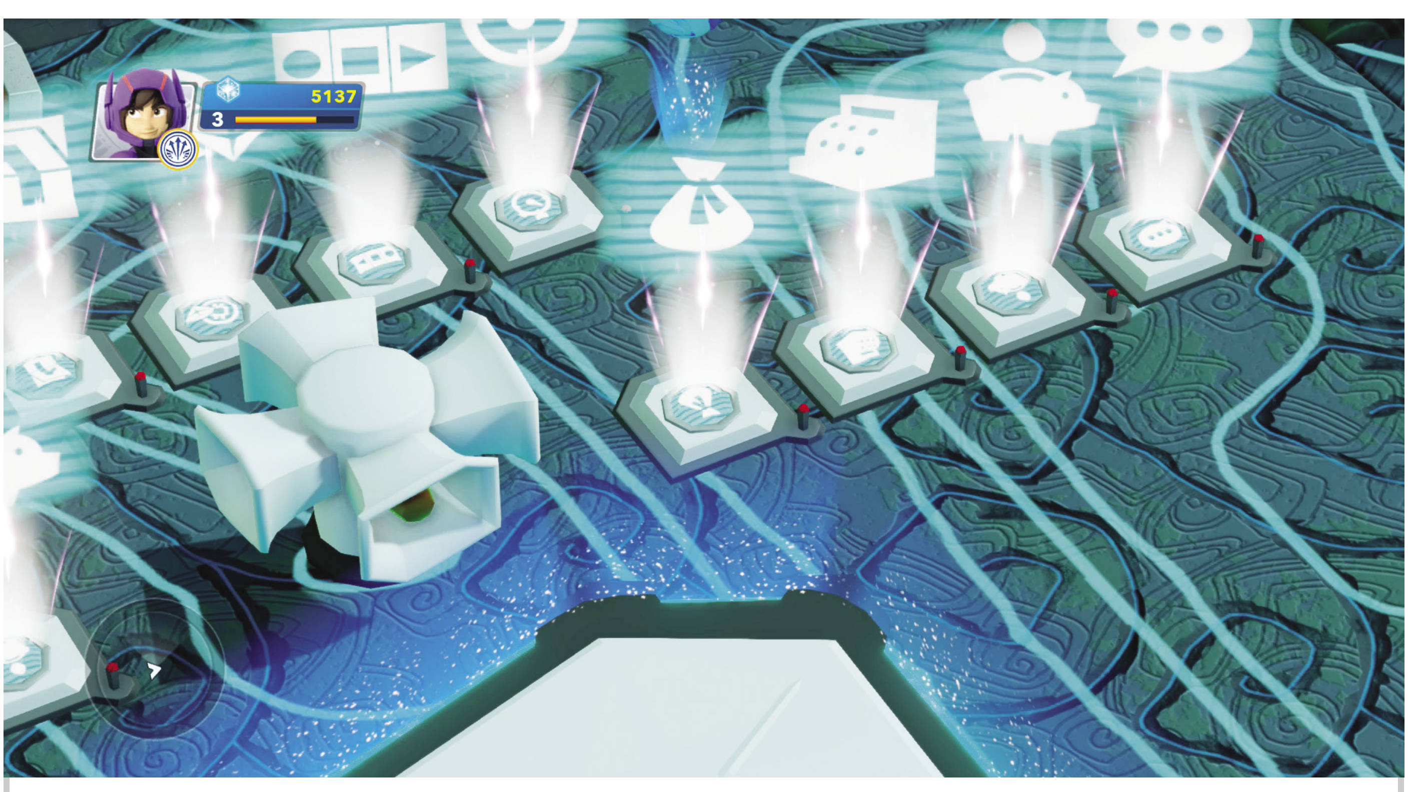
Games consist of several toys that are connected together. One of the games Quorra can show you is the treasure defense. In this, you have money to spend on some defenses and then must protect an object from waves of enemies. While the game kit that Quorra provides is fairly simple compared to the Toy Box Games you can play, this kit shows the basics and the vital connections. In addition to placing the kit in the Toy Box World, Quorra also explains several of the key toys and how they are connected to each other.



This is the Treasure Defense Kit.

This is the treasure defense kit. All of the toys are grouped together. However, in a real game, you could move many of them out of sight, such as behind terrain or objects.

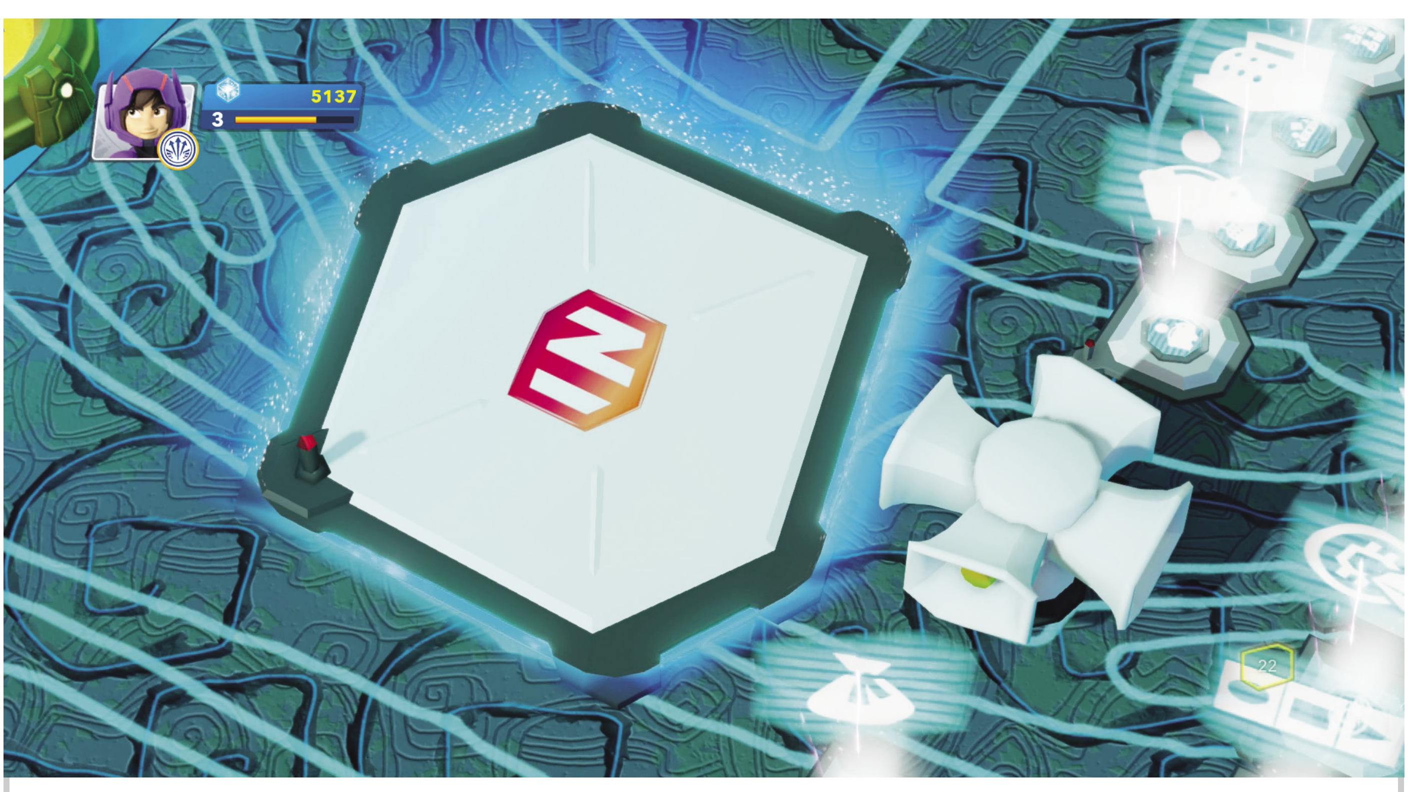
The first toy that Quorra introduces is the inventory manager. It is used in this game to limit the choices of toys that players can select in the editor. By setting the properties of this toy, you can choose exactly what toys are available. Next she discusses the storefront. This toy has two menus. One is used to organize a shop of items for sale. The other menu is for players to actually purchase those items during the game.



The inventory manager and storefront toys allow you to set up the ability for players to purchase toys during a game. You can customize when and what items are available as well as how much they will cost.

Because this game involves money, the money manager toy is a must. It lets you choose the type of currency you want to use as well as how it appears in the game, such as when you defeat enemies or break items. This money can then be spent in the storefront. The amount of money dropped by these things can be set using the loot drop manager toy. As you can see, if you want to use money and be able to buy things in the game, you need several different toys connected together.

While Quorra explains how some of the toys create an economy to introduce you to the importance of connecting toys to complete a function, where a game really starts is with the challenge maker. In order to begin a game, a player must first step on the challenge maker. For this game, the challenge maker is connected to the text displayer. This provides instructions to the player that have been written within these toys. After the text is displayed and the player presses a button to remove the instructions to start the game, the text displayer sends a signal to other toys to get the game going.

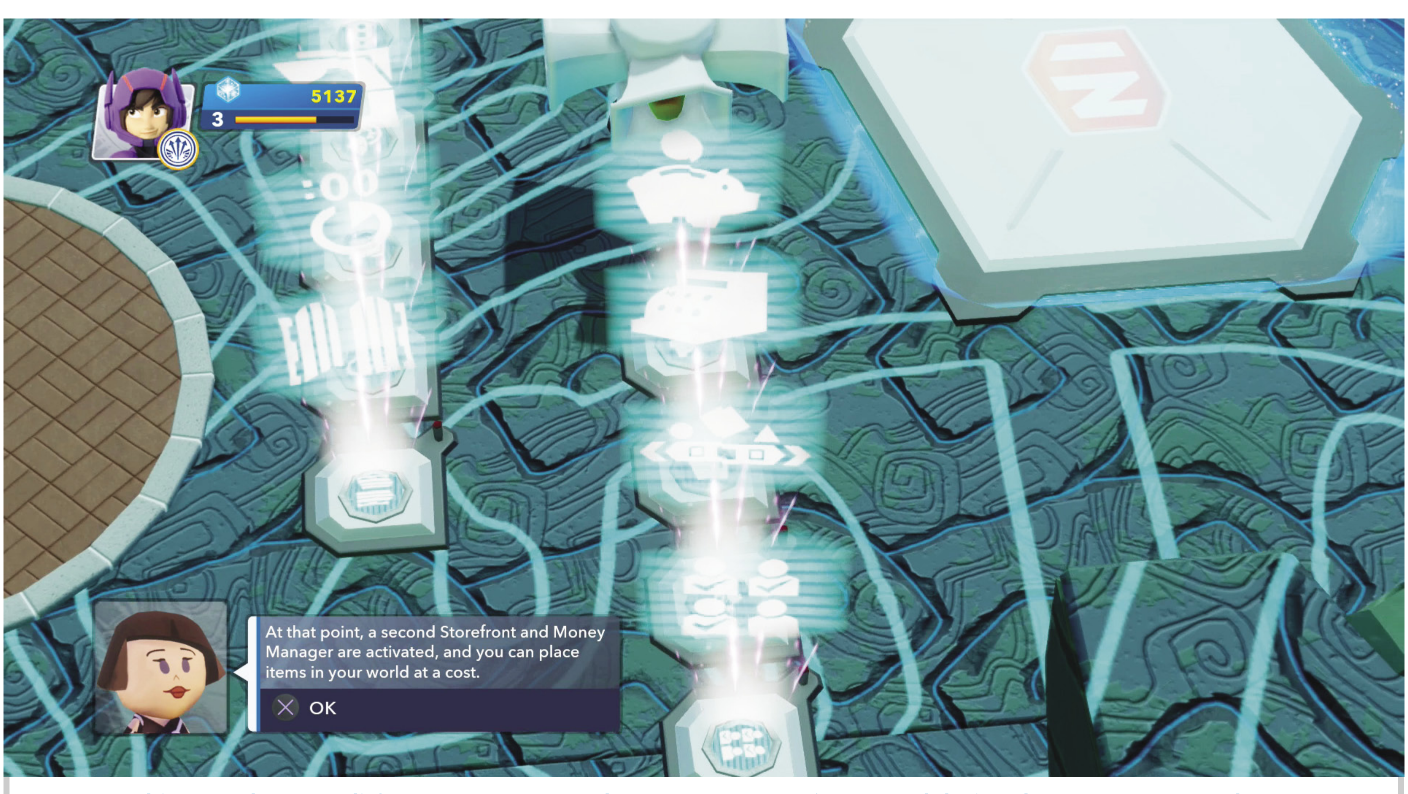


Each game needs a challenge maker that the interface players use to access and start a game. This is a feature new to the game.

Tip

The challenge maker is like the brain of the game. It starts the game and connects to several different toys to help progress a game along and then determine the victory conditions. When making your own games, always start with the challenge maker.

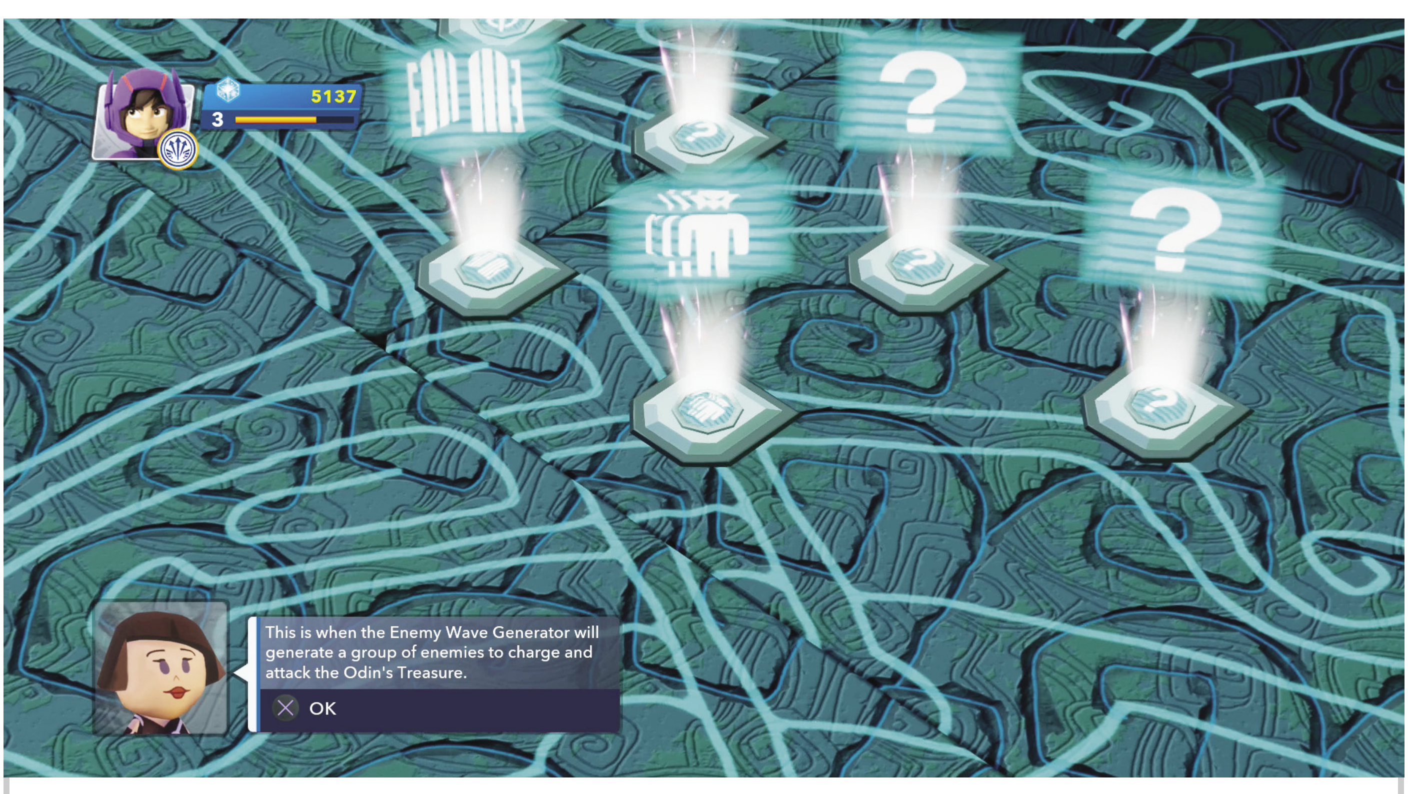
For example, in this game, the text displayer gives instructions to pick items to use in the game. Then it sends a message to the storefront to open and let the players start picking. It also activates the money manager, which provides money for the players to spend. When the players close the storefront after picking items, the storefront sends a message to the text displayer to give the next set of instructions—in this case, to place items to help defend the treasure. This opens another storefront toy and another money manager toy are activated so that players can access the storefront—by pressing the Toy Box Editor button—to purchase more items with the money they collect by defeating enemies. The editor manager then opens and lets the players place as many objects as desired until the money runs out.



At that point, a second Storefront and Money Manager are activated, and you can place items in your world at a cost.

Because this game has two different purposes for the storefront—setting up and during the game—you need two sets of storefronts and money managers. This allows you to also have different prices for the two storefronts.

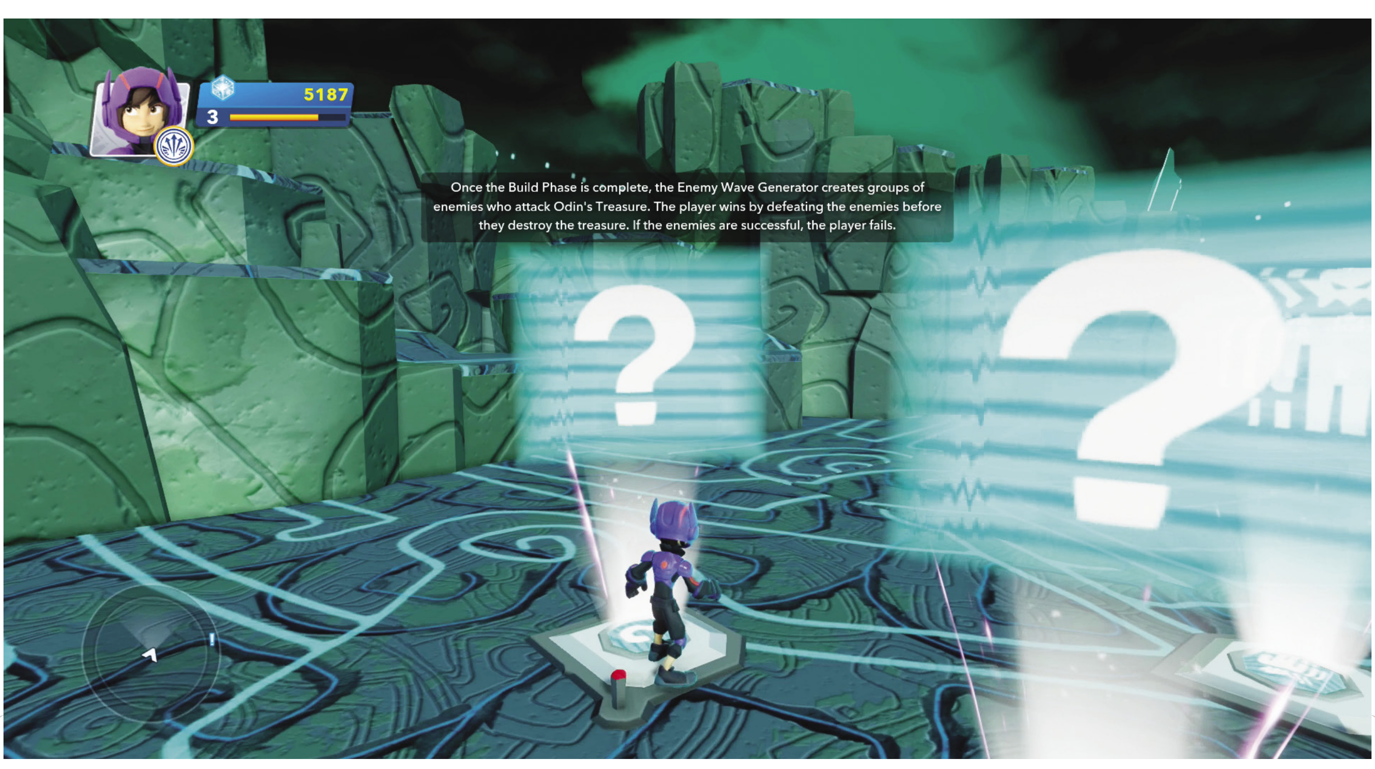
When the player is finished placing items and closes the storefront, the enemy wave generator begins creating groups of enemies to charge and attack the treasure. In the enemy wave generator, you can choose the types of enemies and how many appear in each wave. For this game, there is only one wave. If the enemies destroy the treasure, then the game is over. However, if the player defeats all the enemies with the treasure intact, then the result is a victory.



This is when the Enemy Wave Generator will generate a group of enemies to charge and attack the Odin's Treasure.

Use the enemy wave generator to configure the types and numbers of enemies. If you connect this toy to locator toys, you can specify where you want the enemies to appear.

Try playing the game to see how everything works within the game. Then take some time to select each toy with the magic wand and look at all the properties and connections with other toys. The designers have left a note for you with descriptions about the game. Just walk over the toys with a "?" over them.

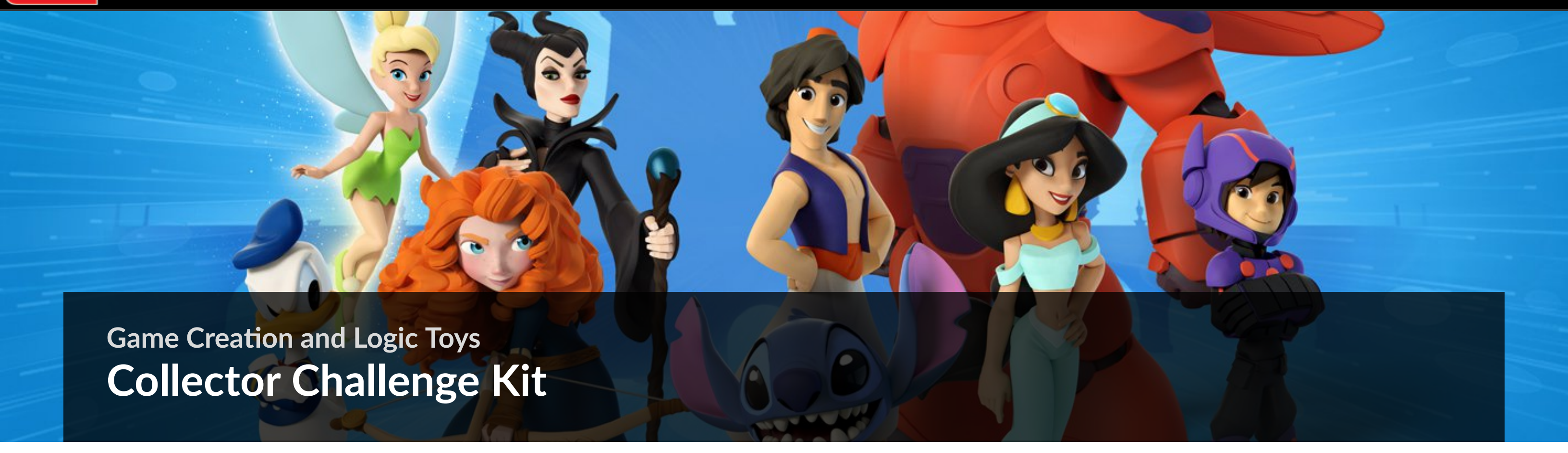


Once the Build Phase is complete, the Enemy Wave Generator creates groups of enemies who attack Odin's Treasure. The player wins by defeating the enemies before they destroy the treasure. If the enemies are successful, the player fails.

Try out the game to see how it works. These toys with the "?" on them contain information about how the game was made. Walk over them to access their text.

Tip

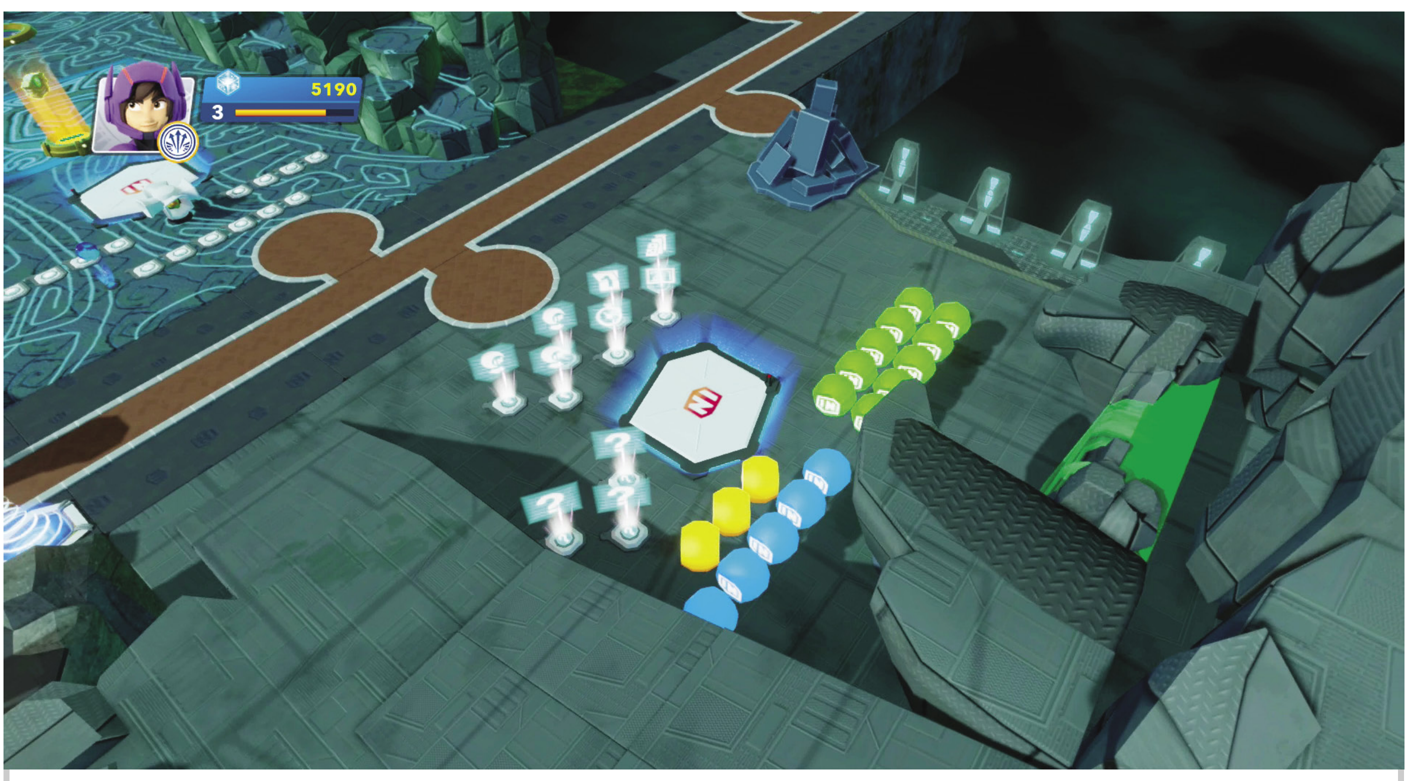
The treasure defense type of game is quite complicated with lots of different toys and multiple connections. However, by using the kit, you can quickly place this game into a Toy Box World and then make modifications so it suits your purposes.



Game Creation and Logic Toys

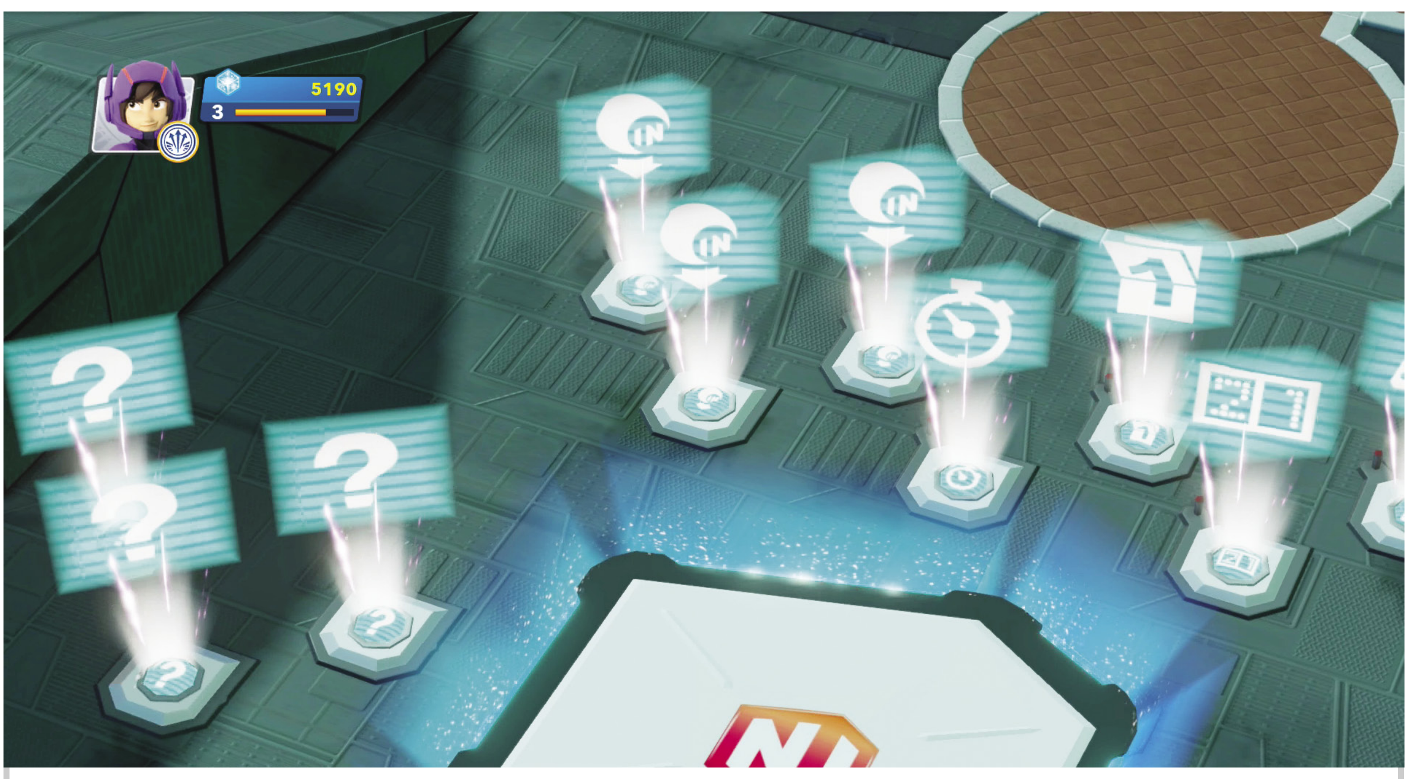
Collector Challenge Kit

The collector challenge kit is another template that is a complete game. This type of game requires players to collect objects within a certain amount of time. Quorra walks you through the basics of this type of game.



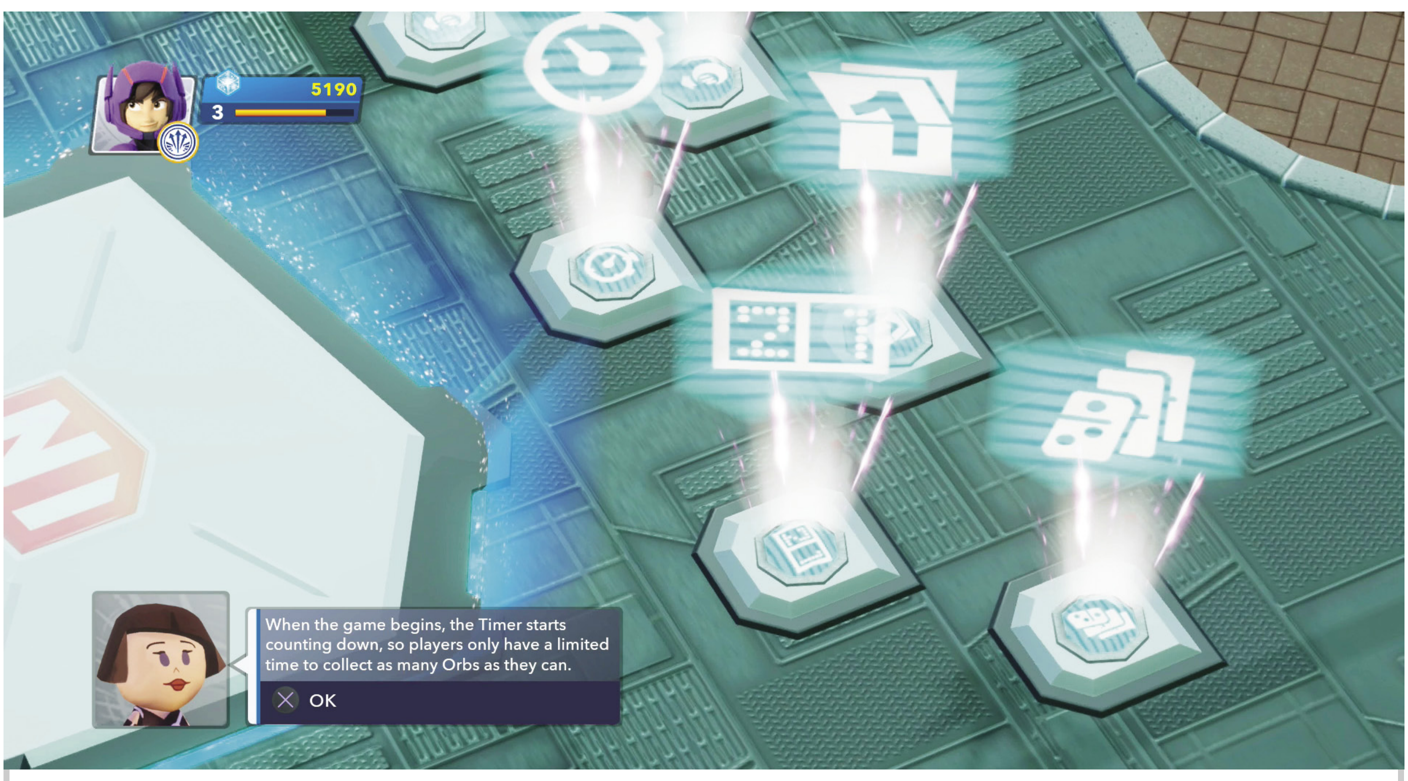
The collector challenge kit has everything you need to create a collection game. Of course, when making your own game, you will want to move those colored orbs around to make it more difficult to collect them. However, they are already connected to the other toys when you use a kit or template.

As with all games, you start with a challenge maker. It usually has more connections than any other toy. For a collection game, you need a collectible tracker. It can keep track of orbs, rings, and other collectible items. As you can see, there are three of these toys—one for each color of orb. The collectible trackers have a couple different functions. For this game, when all of the assigned color of orb are collected, the collectible tracker sends a message to the counter. Also, whenever a player collects one of the orbs, it sends a message to the scoreboard. You can set each collectible tracker to a different score value so that each color of orb is worth different amounts of points.



The collectible trackers keep track of the various collectibles in the game and send a message when all of a certain type is collected.

The counter is busy in this game. It receives messages from each of the collectible trackers. When it receives one from each, it sends a message back to the collectible trackers to reset and place the orbs back into the game area. It also resets itself so that it is ready to begin receiving messages again. The other main controlling toy is the timer. It begins counting down when the challenge maker sends a message to it and the game starts and, when time runs out, it sends a message to the challenge maker that the game has ended. When using a timer, you need to set the amount of time you want the game to last in its properties.

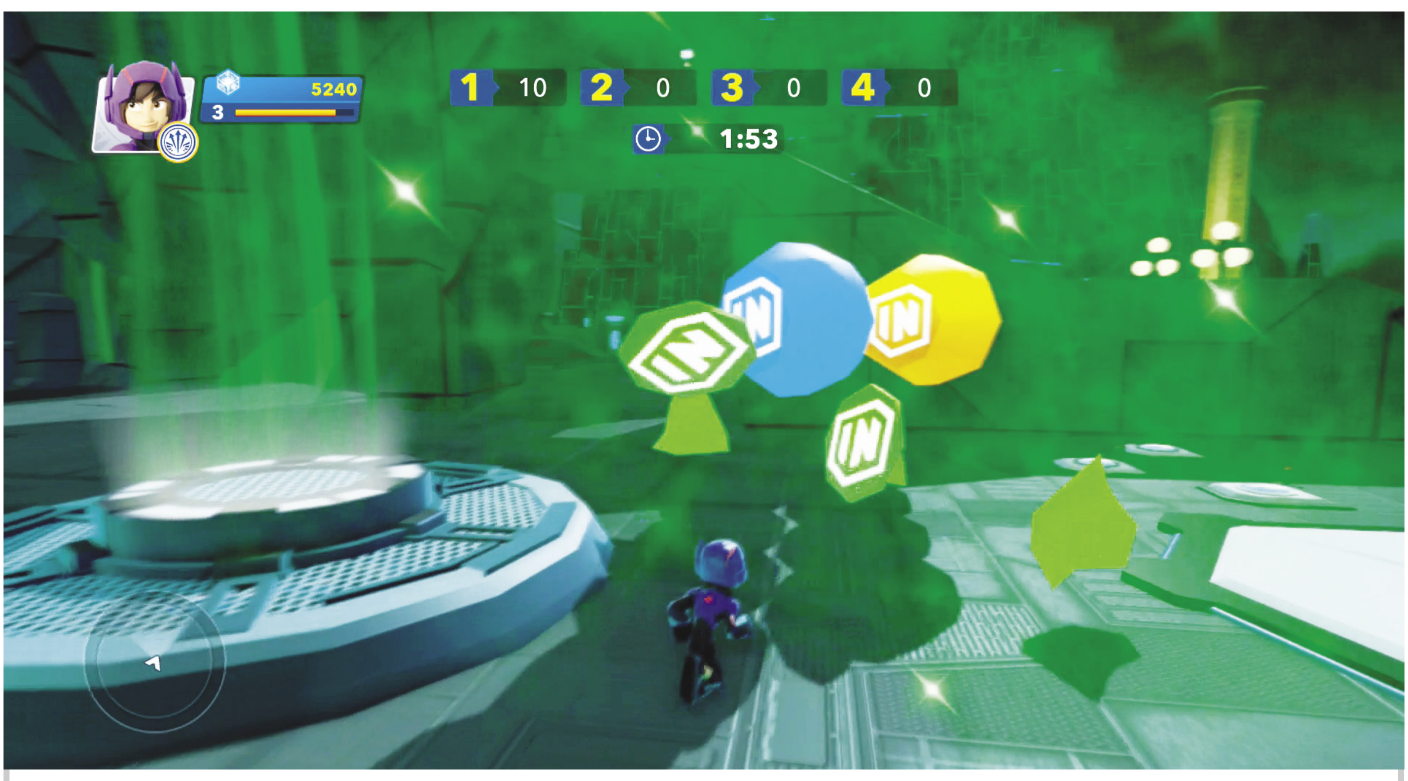


When the game begins, the Timer starts counting down, so players only have a limited time to collect as many Orbs as they can.

☒ OK

The counter and timer help keep this game running by providing points and limiting the time players have to get as many collectibles as they can.

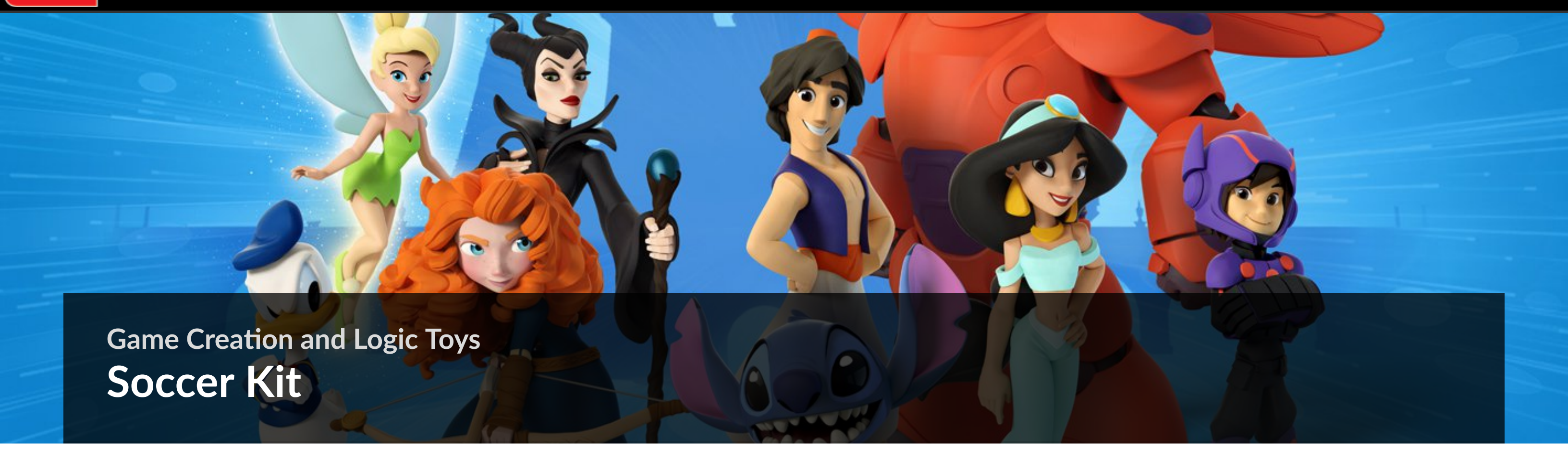
The scoreboard keeps track of how many points the players have earned and displays it on the screen. This also provides the scores for the challenge maker at the end of the game for the final tally. Then, when the game is over, the level starter toy sends a message to the collectible trackers to hide the orbs and to the scoreboard to reset so that the game is all ready for the next time it is played. Think of this as cleaning up.



Try out the game to see how it works now that you know how all the toys work together. Try making changes such as the points for each orb or the amount of time you have. Use the magic wand to move the orbs around as well.

Tip

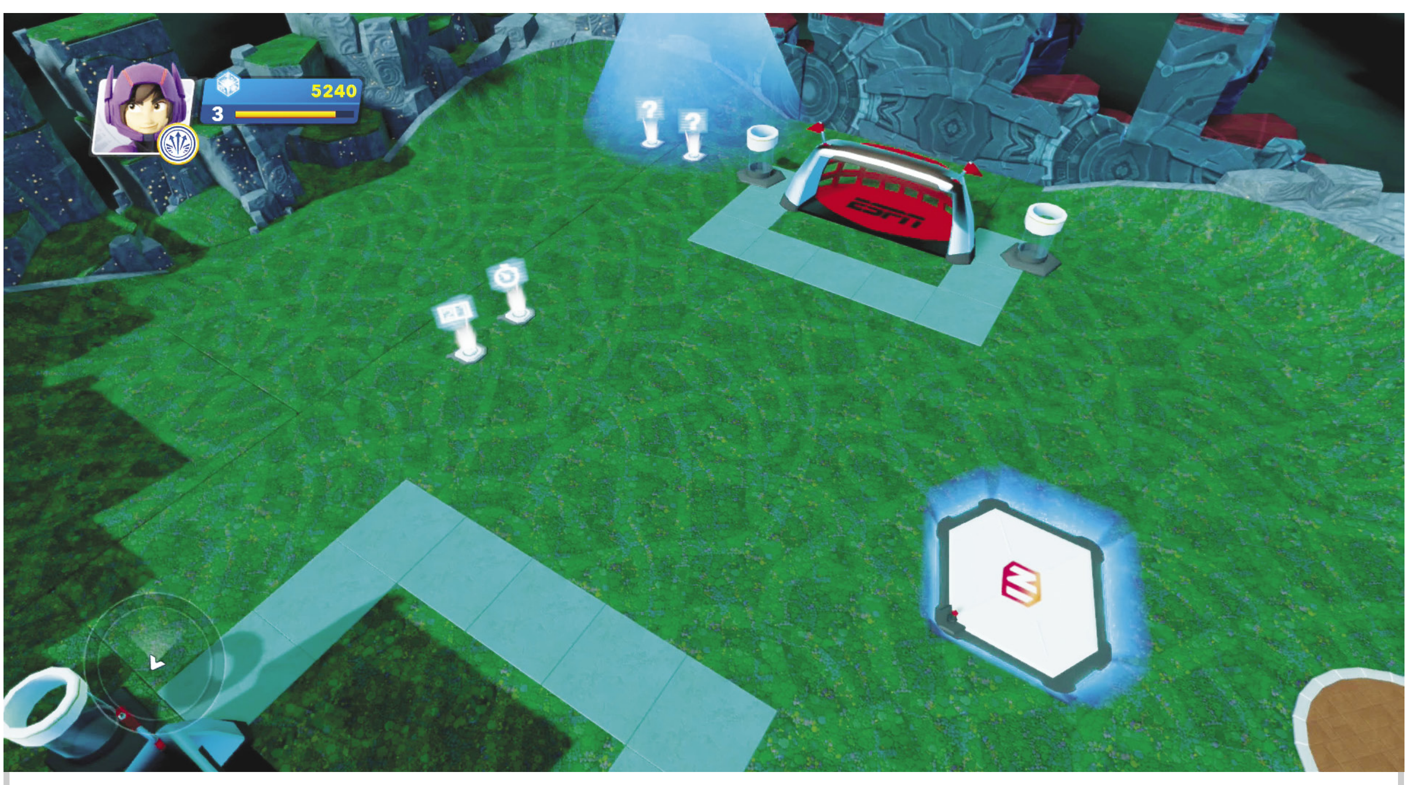
If you want to try making a game from scratch, a collectible game is one of the easier games to create. To begin with, you may only want to use one type of collectible, and once you have that working, add more later.



Game Creation and Logic Toys

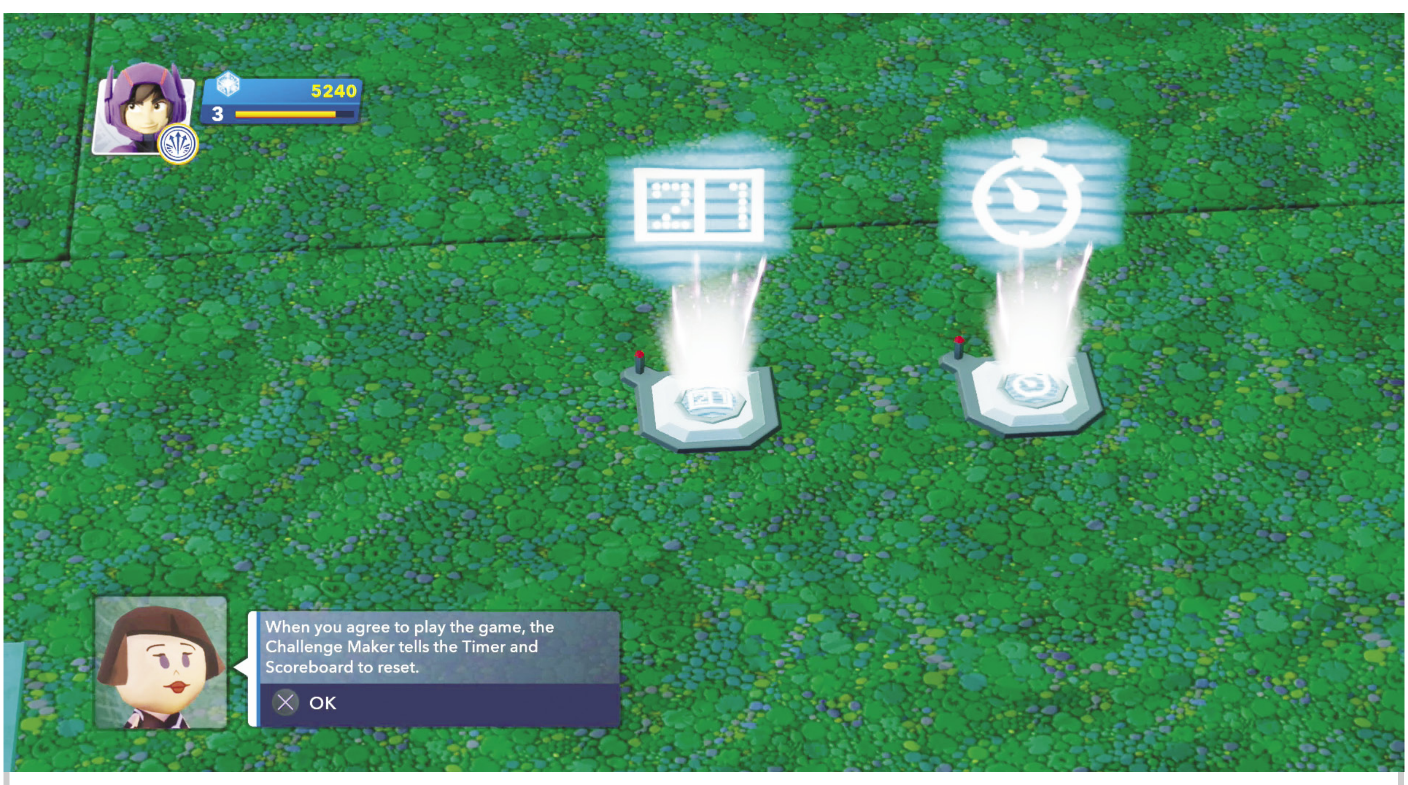
Soccer Kit

There are a number of different types of sports games you can create in the Toy Box. However, most are similar in the way they function. Quorra provides a soccer kit for you to try out and explore. However, you can easily use the same concept to make a hockey game or, with a few more modifications, create a basketball game. The Toy Box offers several different sports toys to help you create these types of games. However, let's start with soccer.



The soccer kit is another simple template. However, it can teach you a lot about scoring.

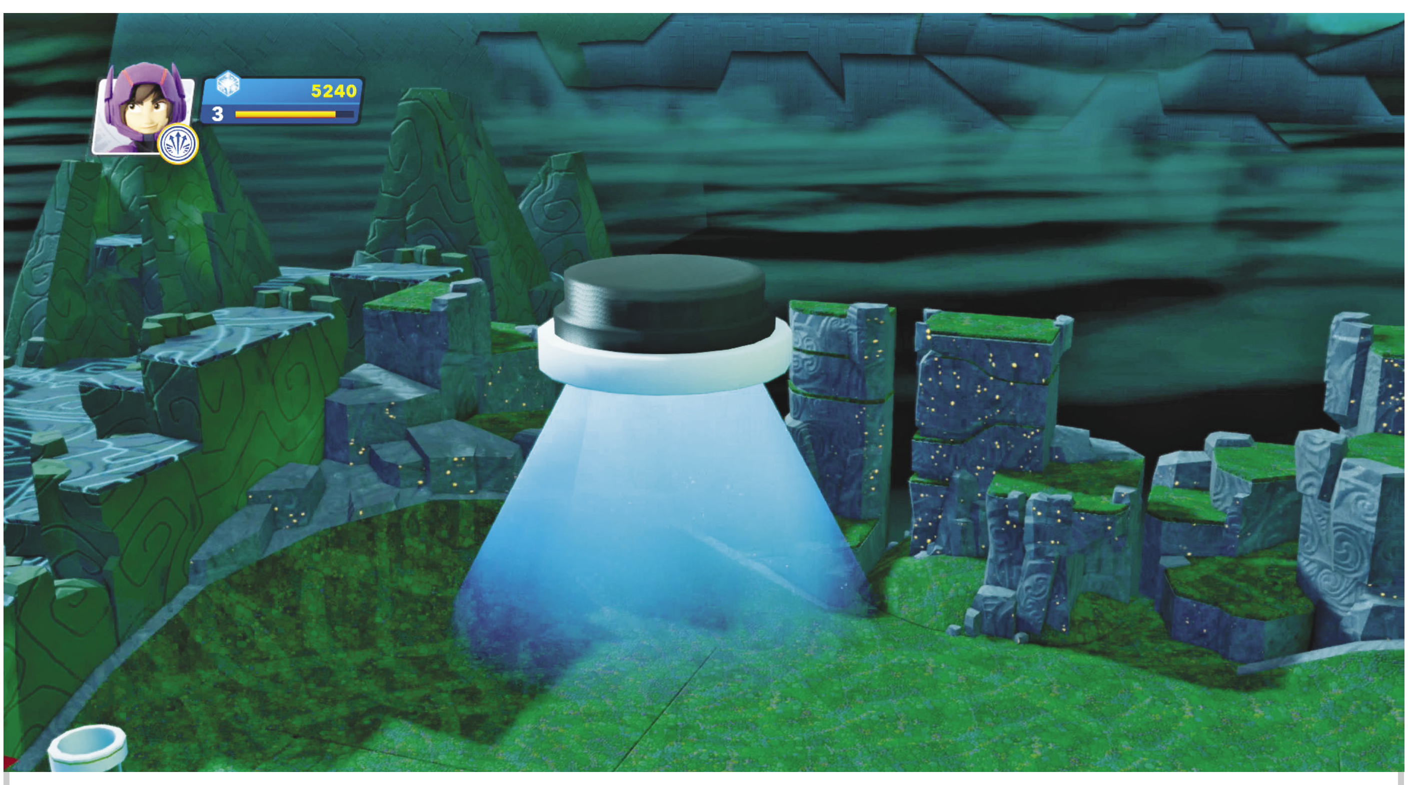
The central toy for the soccer kit is the challenge maker. Players step on it to start a game. When the game begins, the challenge maker sends messages to the timer and the scoreboard telling them to reset back to their initial values.



When you agree to play the game, the Challenge Maker tells the Timer and Scoreboard to reset.

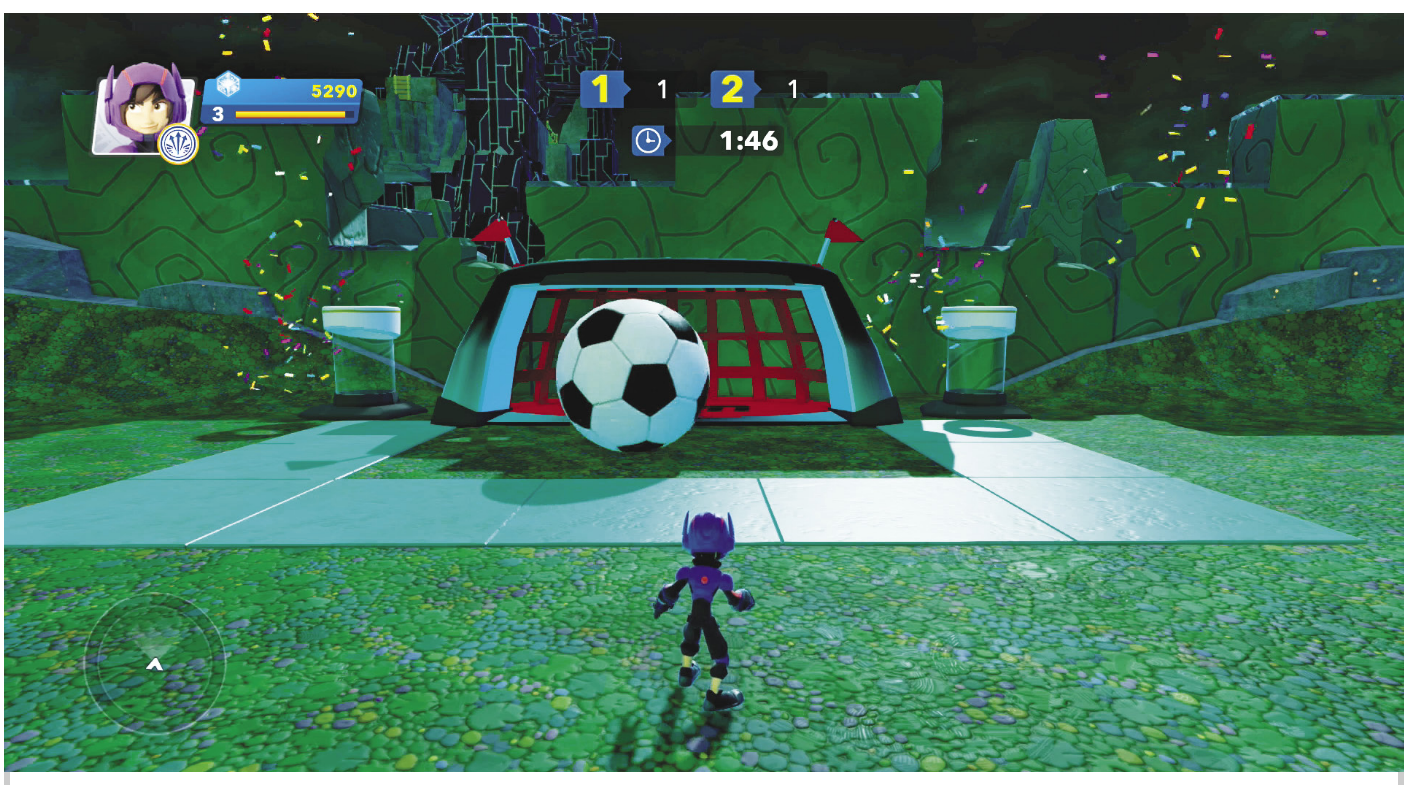
At the start of the game, the timer and scoreboard reset. Then, during the game, the timer counts down and the scoreboard counts up as goals are scored.

A soccer game needs a soccer ball. So when the game begins, the challenge maker sends a message to the falling object generator to drop a soccer ball onto the field. Then, when the game is over, it sends another message to remove the ball from the Toy Box World.



The falling object generator drops a soccer ball onto the field at the start of the game.

The goals in this game are also connected to other toys. When the soccer ball goes into the goal, it causes several things. The ball resets to a position in the middle of the field. If you look while you have your magic wand out, you can see a locator there. The goal also sends a message to the scoreboard to advance the score by one. Finally, messages are sent to the two party cannons on either side of the goal so they launch confetti into the air.



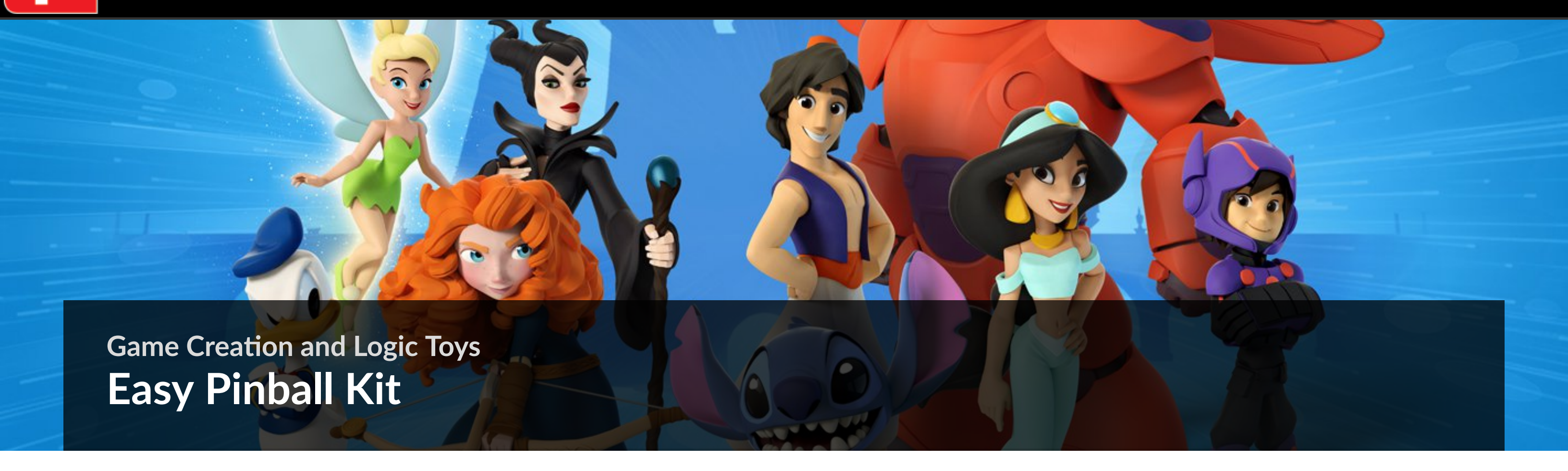
When a ball goes into a goal, it triggers several actions that are caused by messages sent from the goal to other toys such as the party cannons and the scoreboard.

The soccer game ends when the timer reaches zero. The timer sends a message to the challenge maker to end the game. The challenge maker then sends messages to the falling object generator to remove the soccer ball and to the party cannons to do a grand finale.

The soccer game ends with a bang of fireworks and the final score. You can add some more toys to this kit so you can have sound effects and other actions.

Tip

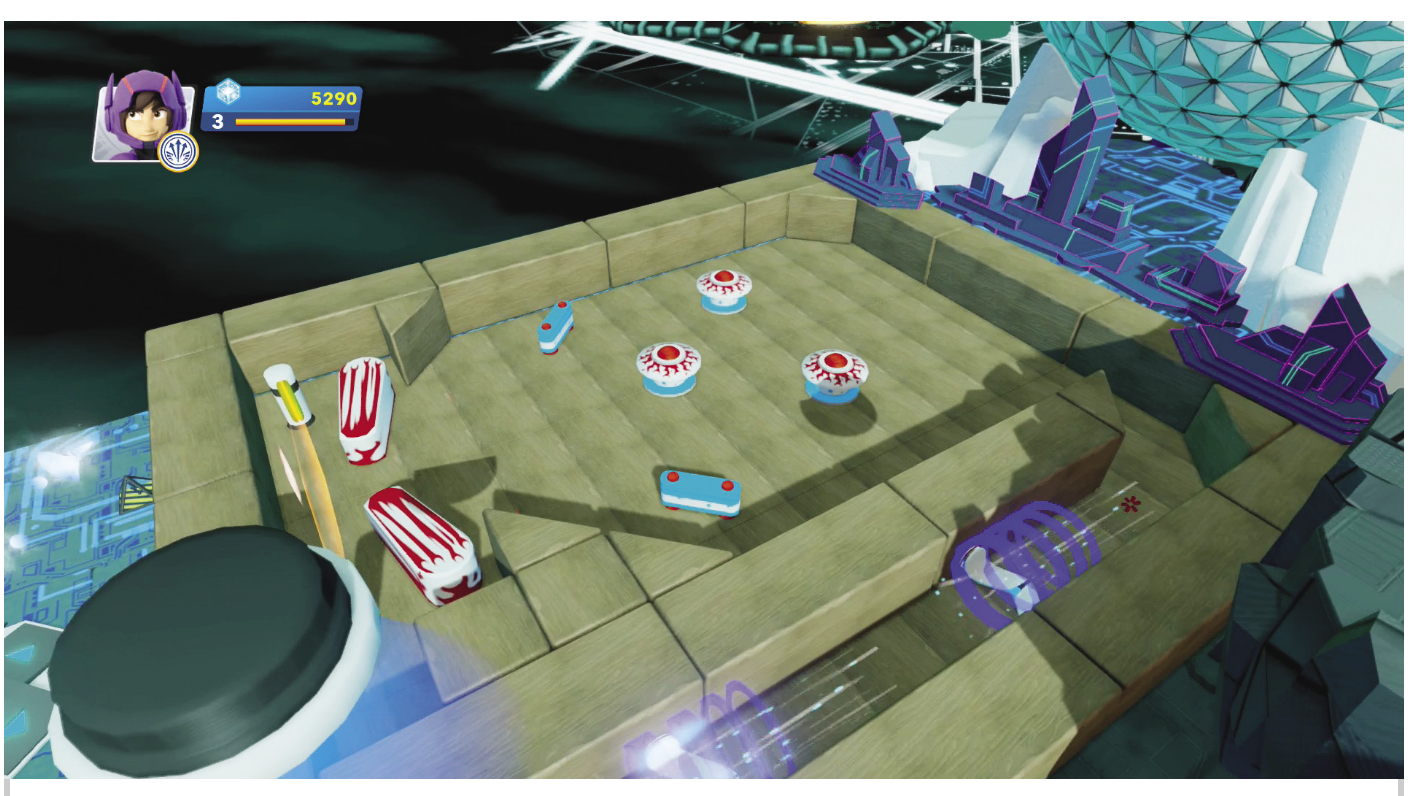
Templates are a great place to start. It is very easy to use the soccer kit and convert it to a hockey game. Edit the falling object generator to drop a hockey puck and change the grassy terrain to ice.



Game Creation and Logic Toys

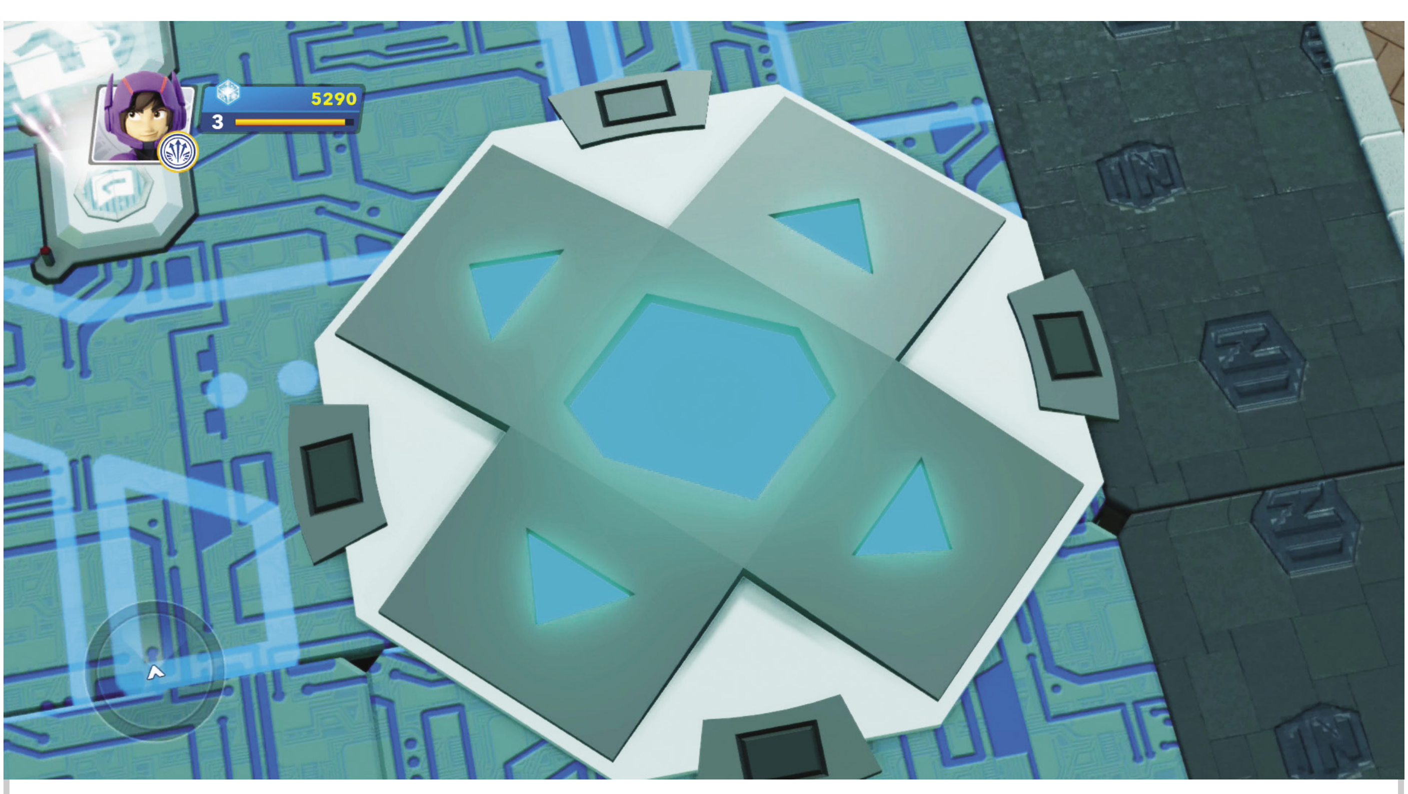
Easy Pinball Kit

Pinball games are a lot of fun to play in the Toy Box, but can be tough to make. Therefore, Quorra has a kit all ready for you to explore. She also explains some of the tricks you can use to help create some physics such as gravity.

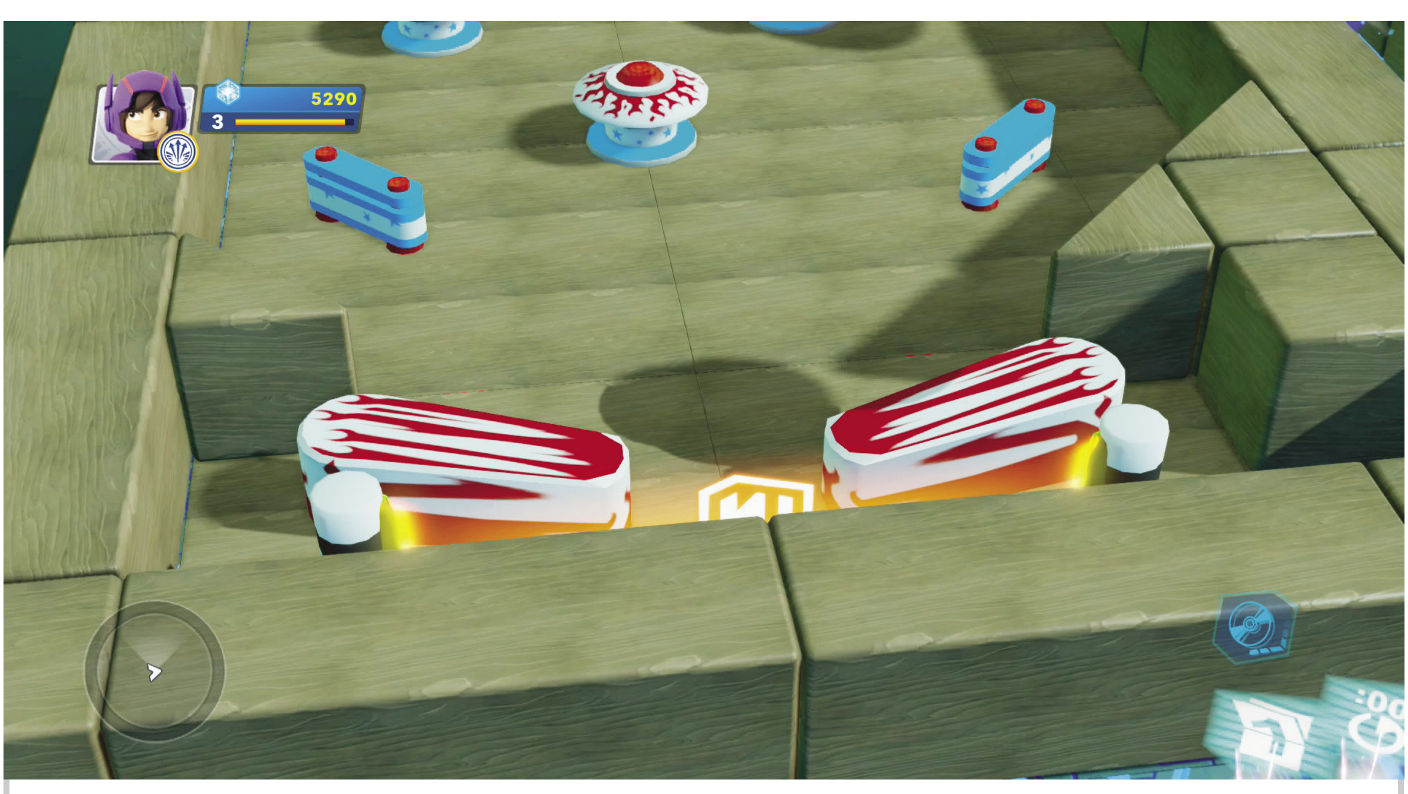


The pinball kit is a complete game that is ready to play. However, you can still modify it once you learn how it works.

As with all games, the challenge maker is where you start the game. It also connects several of the key components and ties them together to make the game work. Quorra also introduces a new toy that is very important to this game—the remote controller. This actually lets you assign controller inputs for game play. The remote controller only works when a character steps onto it. Then the character is temporarily removed from play and the player gains control of specific Creativi-Toys in the game rather than controlling the character.

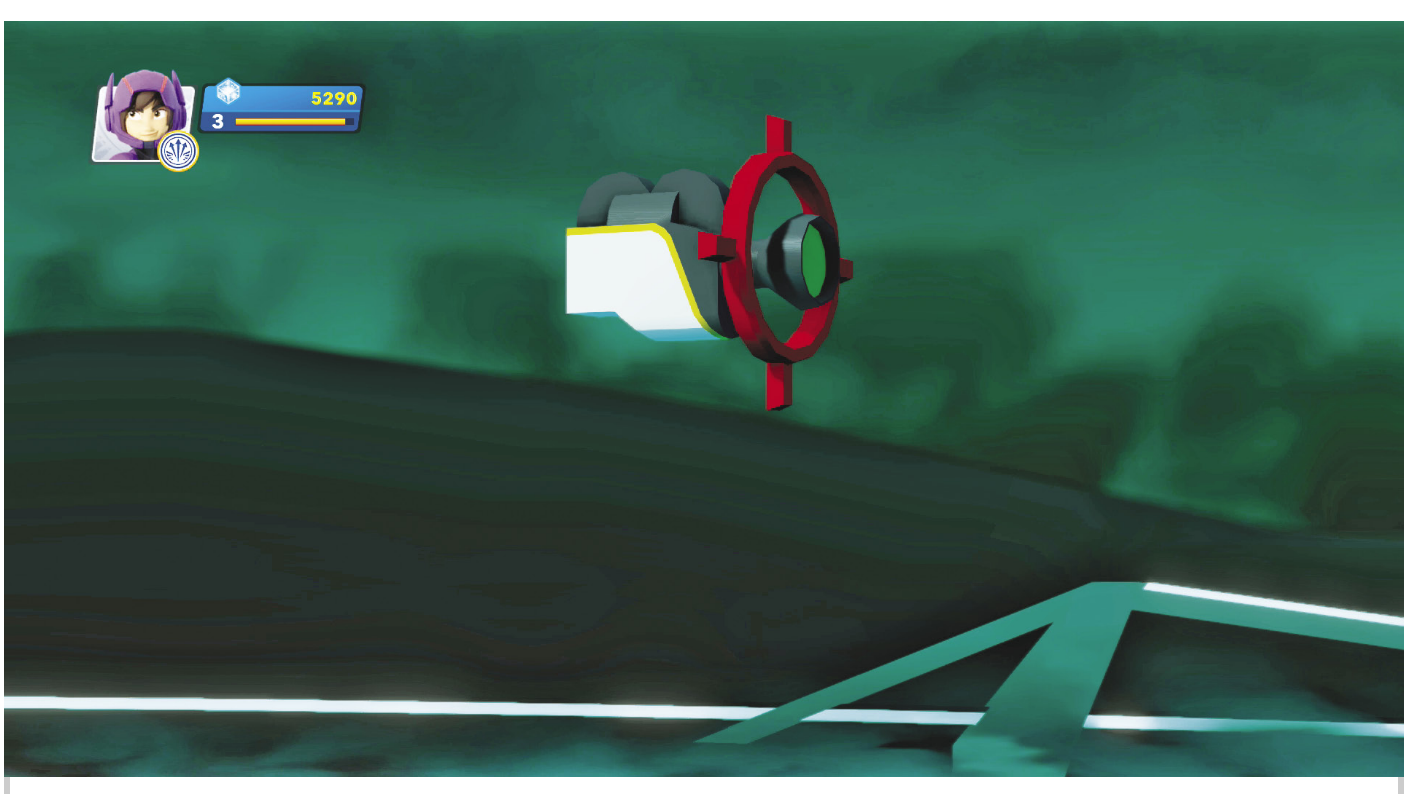


The remote controller is a powerful tool that gives the player control over different elements in a game.



The remote controller in the pinball game lets you control the left and right pinball flippers.

The previous kits and templates have all used the default camera view, which is focused on the character. However, in this game, a target camera is used. This lets you set the view of the game the player will see when playing. Once the target camera is placed, then a locator is used to show where you want the camera to look.

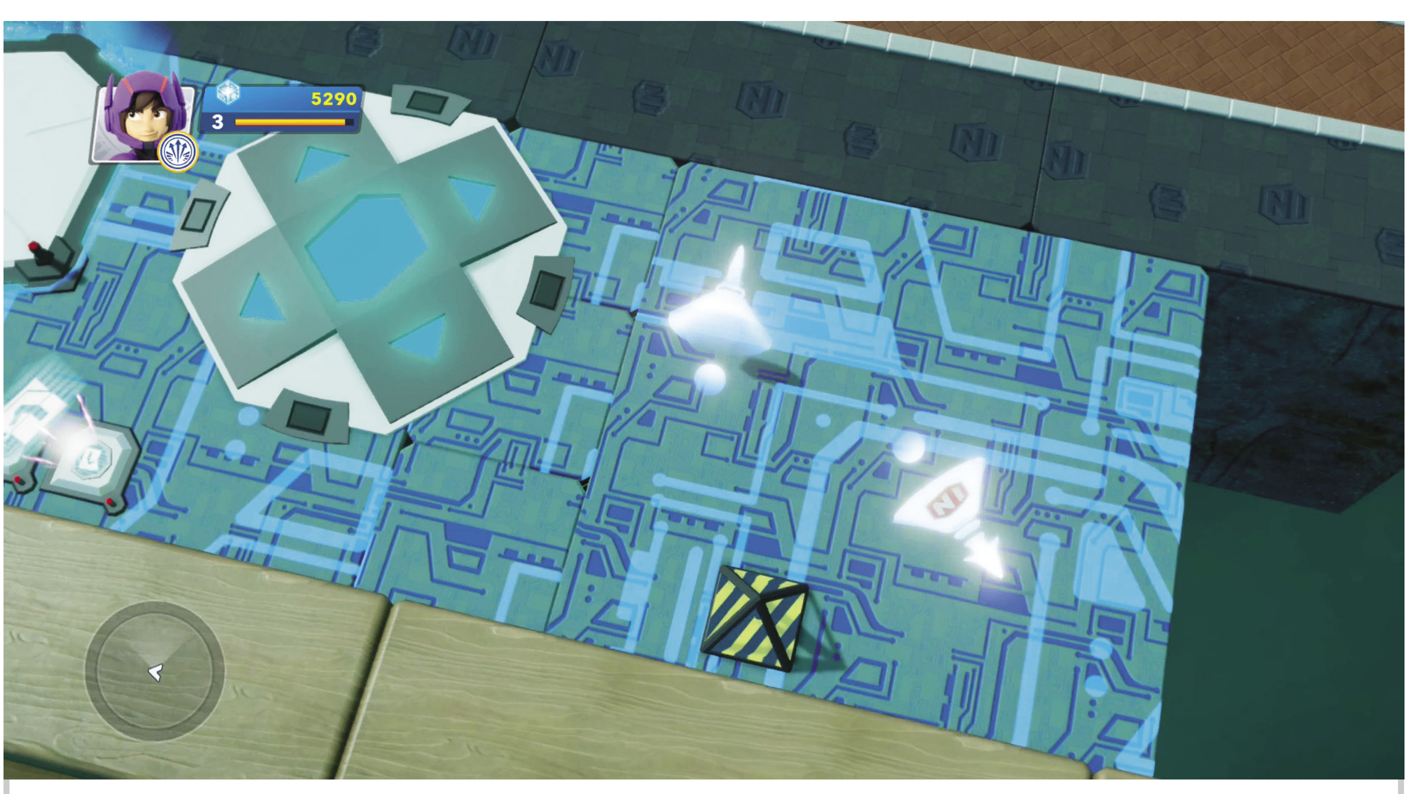


The target camera lets you set the perfect angle of view for the game.

Tip

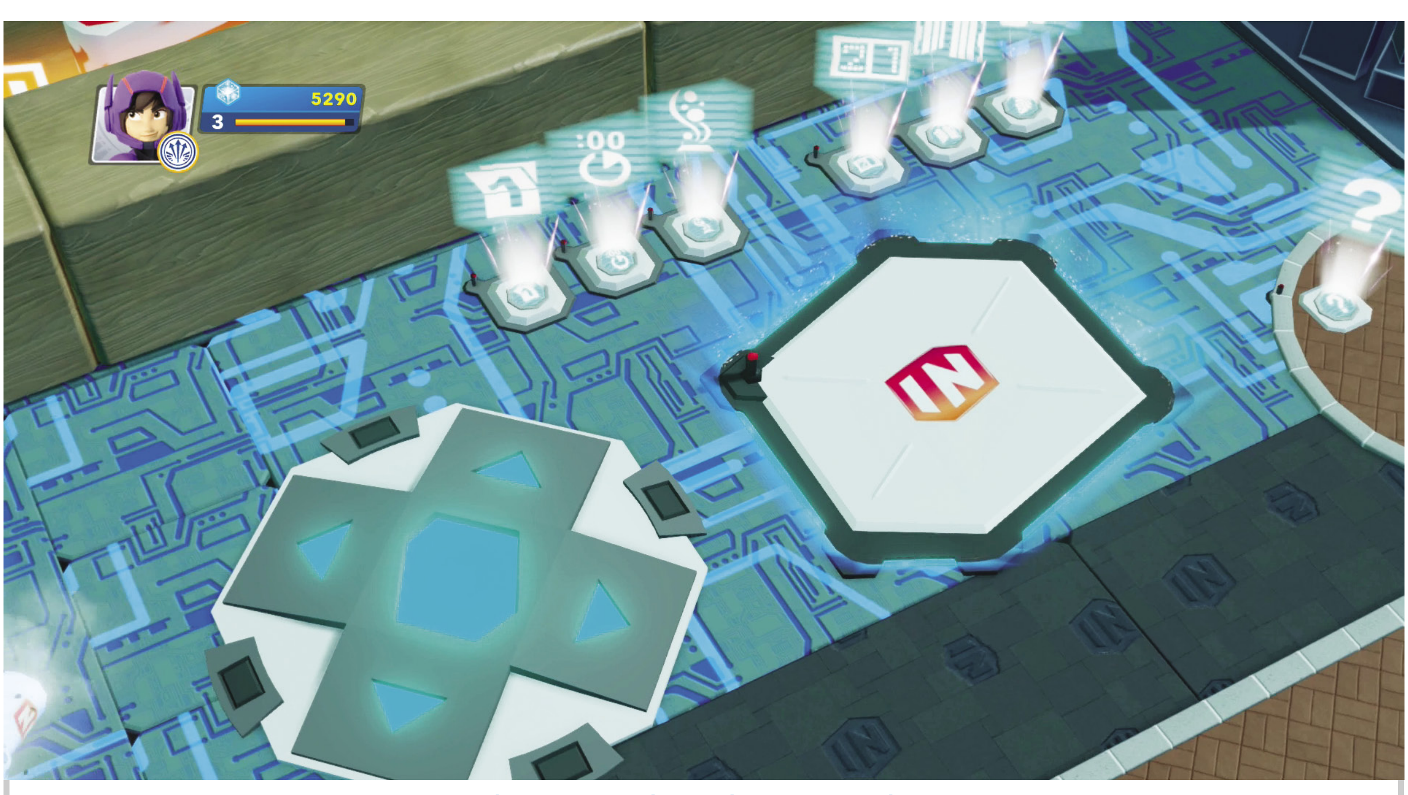
There are several other types of cameras available for purchase in the Toy Box Store. These allow you to view top down, side scrolling, and much more. Selecting the correct camera for a game can make a lot of difference.

One of the challenges of a pinball game is gravity. The Toy Box Worlds are flat while pinball games are set on an angle. Therefore, the game needs a way to simulate gravity so that the balls will move towards the flippers just like they would in real life. To accomplish this, the game uses weather vanes. These weather vanes are then connected to locators to choose the direction of the force they use to move the ball. You can even adjust how hard the forces push the ball by adjusting the properties of the weather vanes.



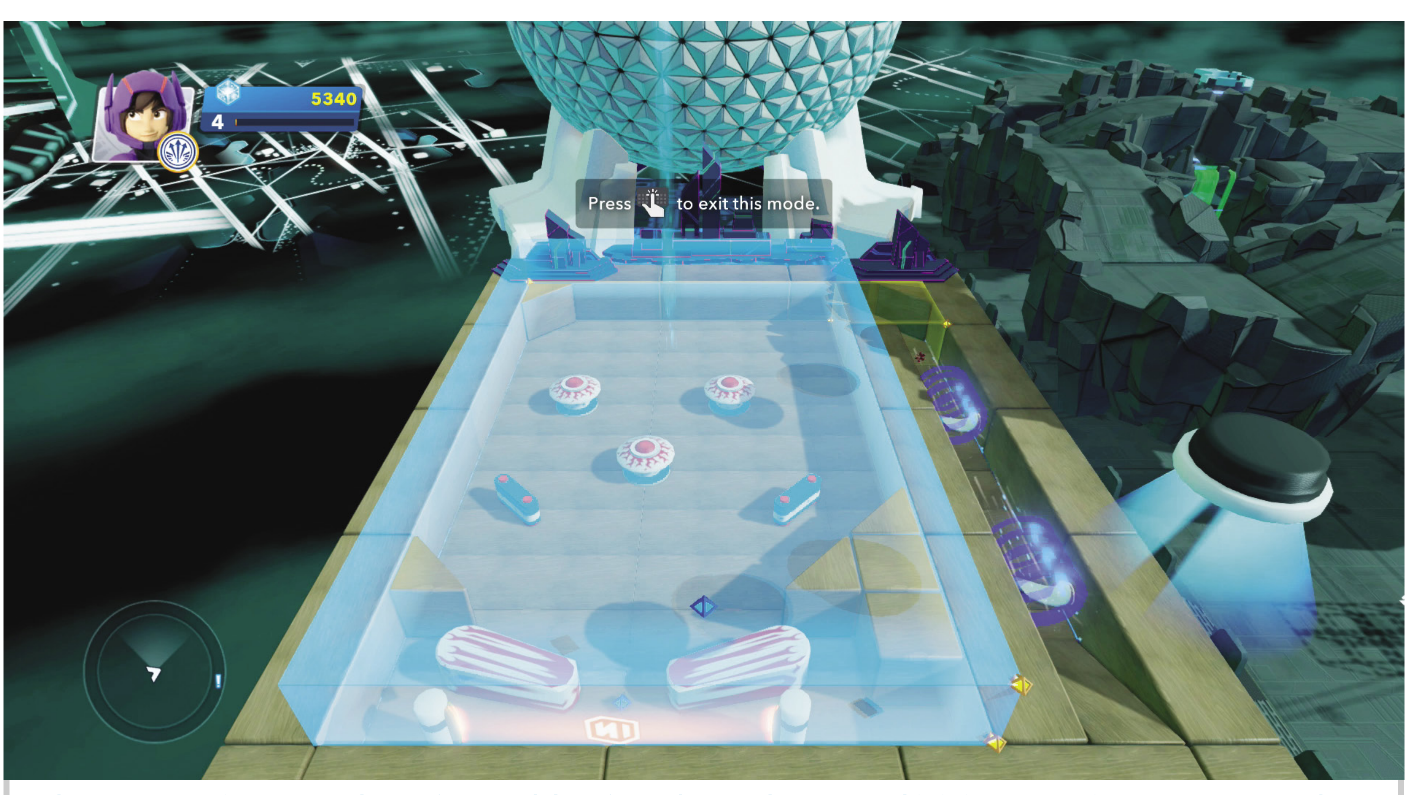
Weather vanes are used to simulate gravity by pushing the ball in specific directions. In this case, towards the flippers.

There are several other toys that help make the game work. When a player steps on the challenge maker to begin the game, the character is automatically dropped right onto the remote controller. When the player presses the button to use the remote controller, this sends a message to activate the target camera. The remote controller also tells the falling object generator to drop a ball via the logic gate toy.



All of these toys work together to create the game.

When the ball is released, super cannons propel it up the chute. At the corner, the ball enters a trigger area. When this happens, a second weather vane is activated and blows the ball into the pinball table area. It deactivates as soon as the ball exits this small trigger area. The table area is another trigger area that activates the first weather vane that blows the ball towards the flippers. Every time the ball hits a pinball bumper or pinball bouncer, it sends a message to the scoreboard to increase the score. A racing gate is positioned behind the flippers. The racing gate is connected to a kill switch. If the ball hits this gate, the ball is destroyed and disappears. This then sends a message to the counter toy to reduce the number by one. The counter toy keeps track of how many balls the player has. When the counter reaches zero, a message is sent to the challenge maker to end the game. If the counter is not yet zero, it sends a message to the logic gate which then sends another message to the falling object generator to drop another ball.

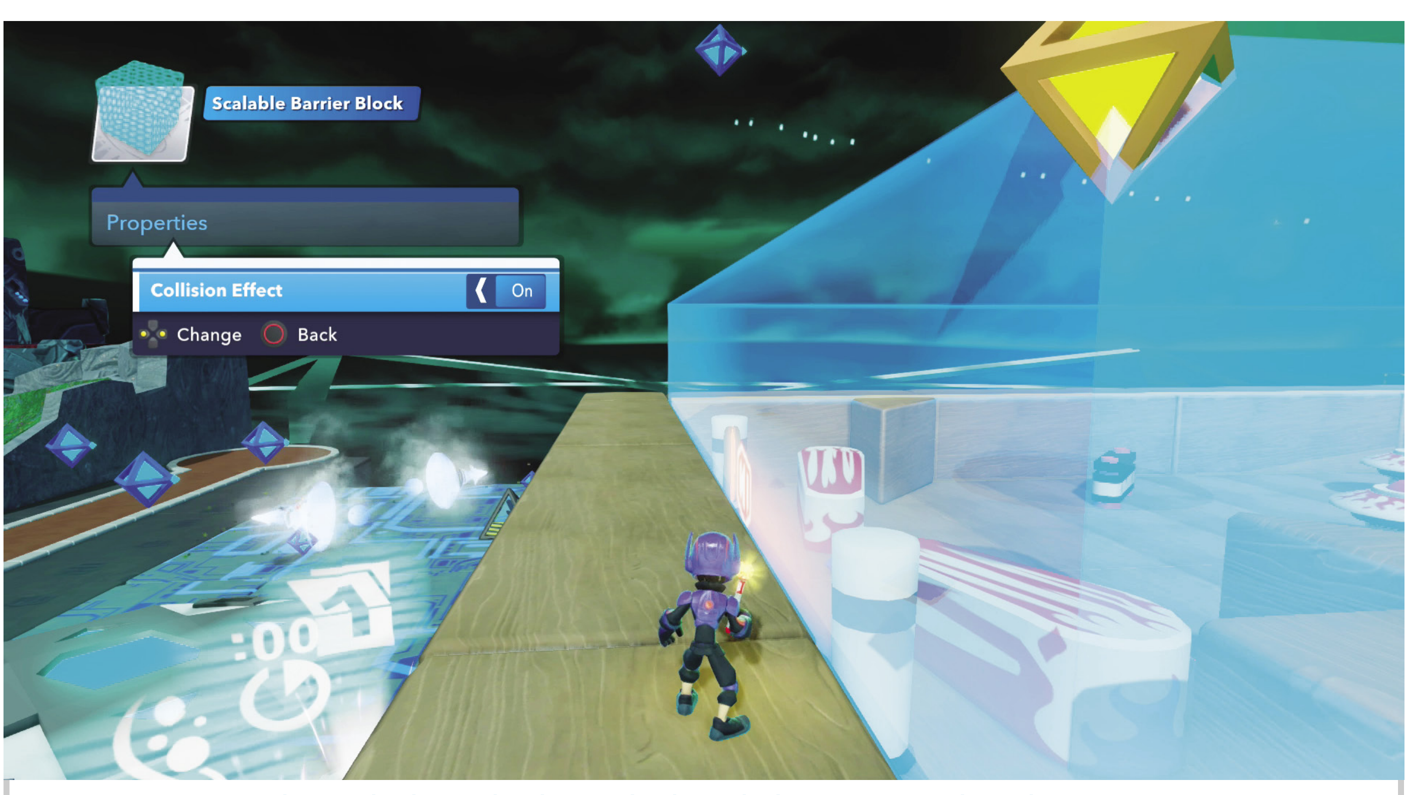


There are two trigger areas that activate and deactivate the weather vanes. This is important since you only want them moving the ball in specific directions at certain places in the game.

Tip

If you want to add the ability to earn extra balls, you could create a link between the scoreboard and the counter. For example, you could state that when the score reaches 100, the counter is increased by one—thus giving an extra ball.

You may have noticed a large, bluish, transparent object over the top of the pinball table area. This is a scalable barrier block. This is a new feature to the Toy Box. For the pinball game, it prevents the ball from leaving the table area. In other games, it can help keep characters in the game area without being a visible barrier. When you put your magic wand away, the barrier becomes invisible. If you are doing a side-scroller game, you can use a vertical barrier to keep characters from falling off edges. Remove the barrier from the pinball game and see what happens. The ball may hit a bumper or bouncer and get flipped out of the table area. Then the game does not work anymore.


Scalable Barrier Block

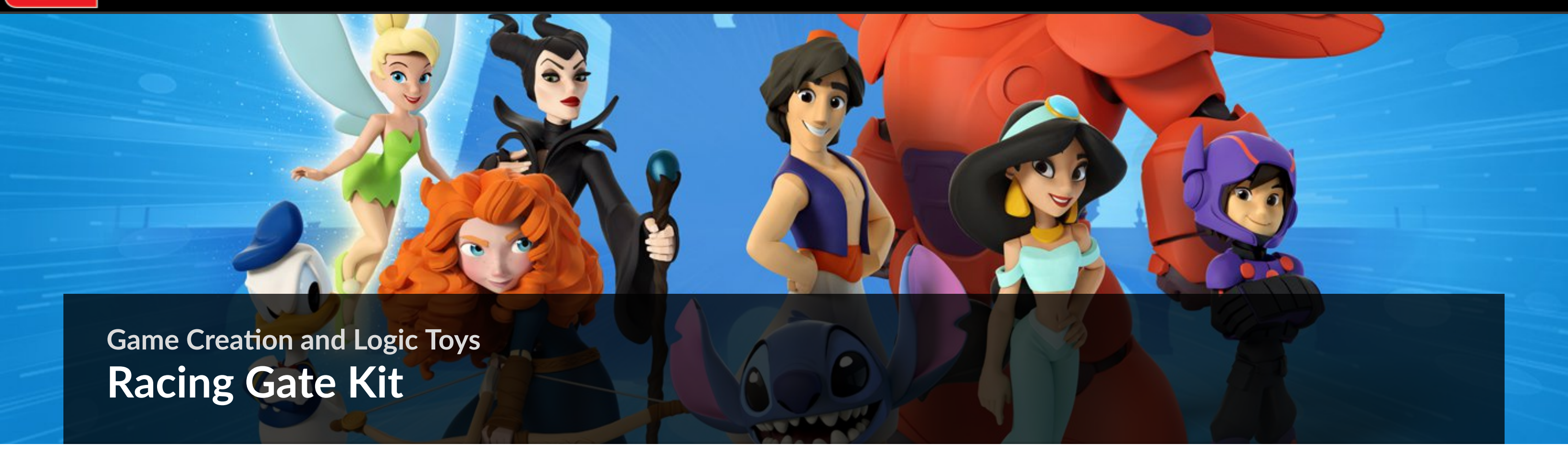
Properties

Collision Effect On

The scalable barrier block is used to keep the balls in play for the pinball game.

Tip

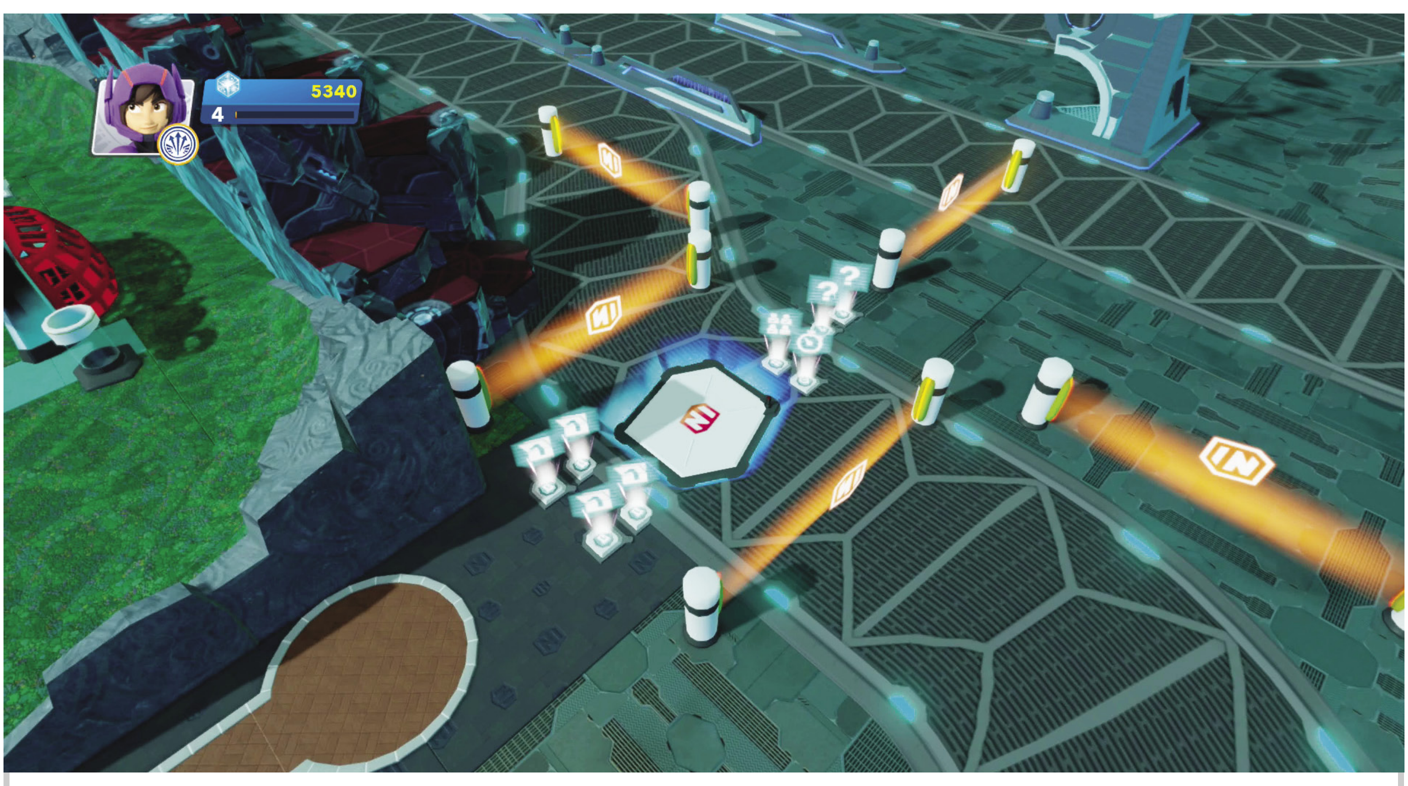
The scalable barrier block can be set in Properties to have a collision effect. If something hits it, the block gives off an animation like hitting a forcefield. However, for most games, you want it to be completely invisible. Therefore, for the pinball game, that collision effect is turned off.



Game Creation and Logic Toys

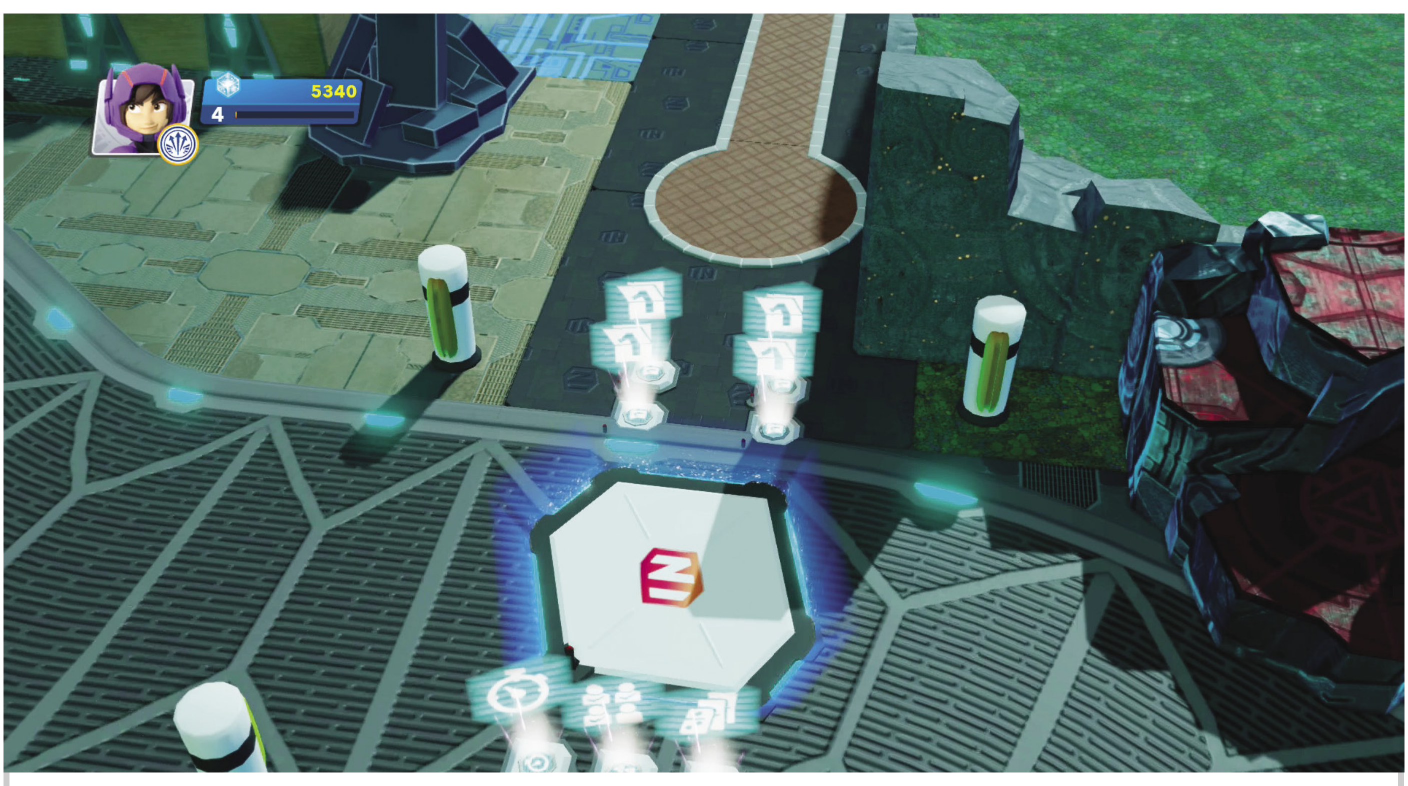
Racing Gate Kit

The last kit that Quorra shows you is the racing gate kit. When you ask her about it, not only does the kit appear in the Toy Box World, but also a large area where you can set up a race.



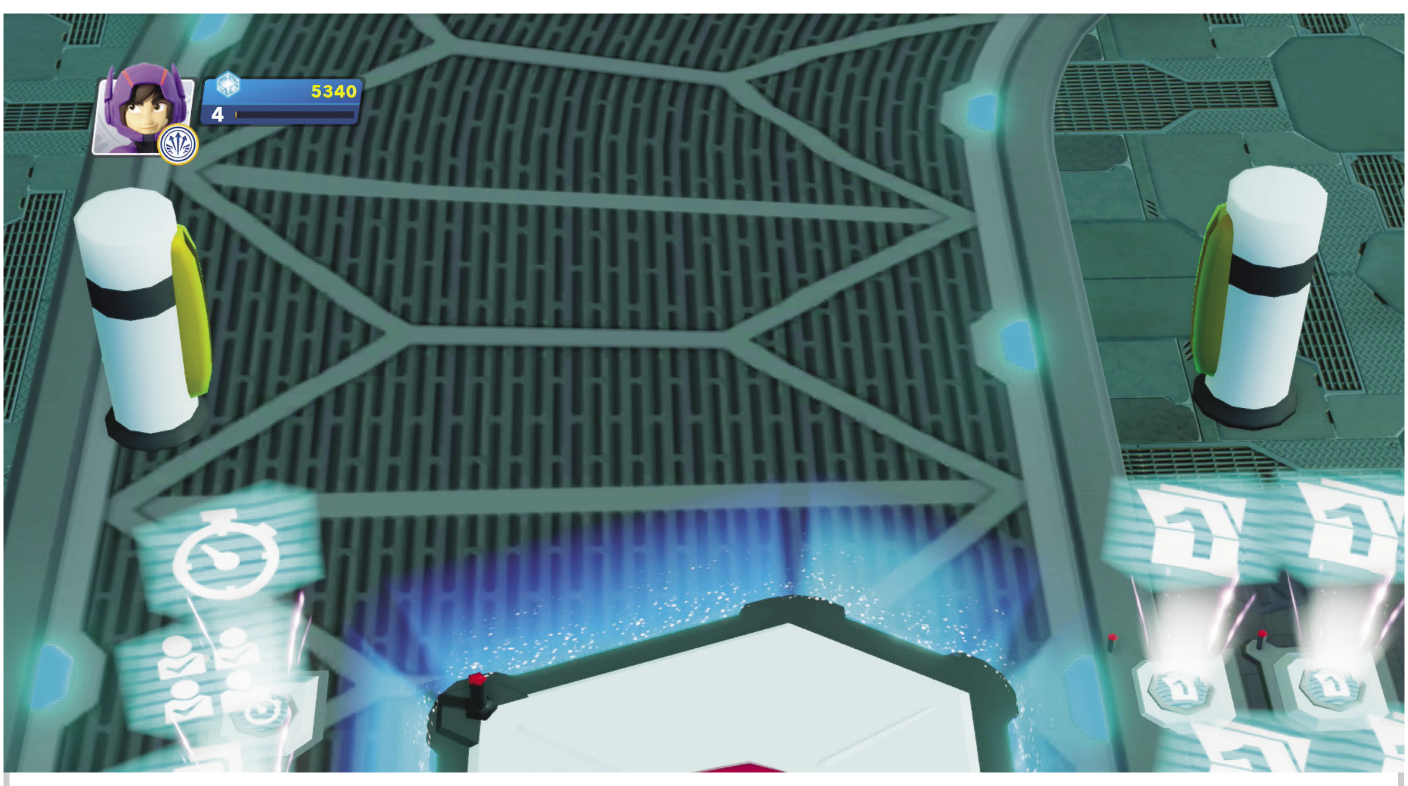
The racing gate kit lets you create a race game without the limitations of the race track creator or using race track pieces. In fact, you can make a race anywhere.

The challenge maker is the starting place for this game. When a player steps on it, this begins the game. The ready up checker toy waits for all the players in the Toy Box World to join the game before the race starts. Because up to four players can play this game, there are four counters—one for each player. These keep track of the number of laps the players complete. In this case, when a player has completed three laps and moves through the last racing gate, the counter sends a message to the challenge maker to record the player's time and finish the race for that player. It also sends a message to the ready up checker to hold the player at the end of the race until all of the other players finish.



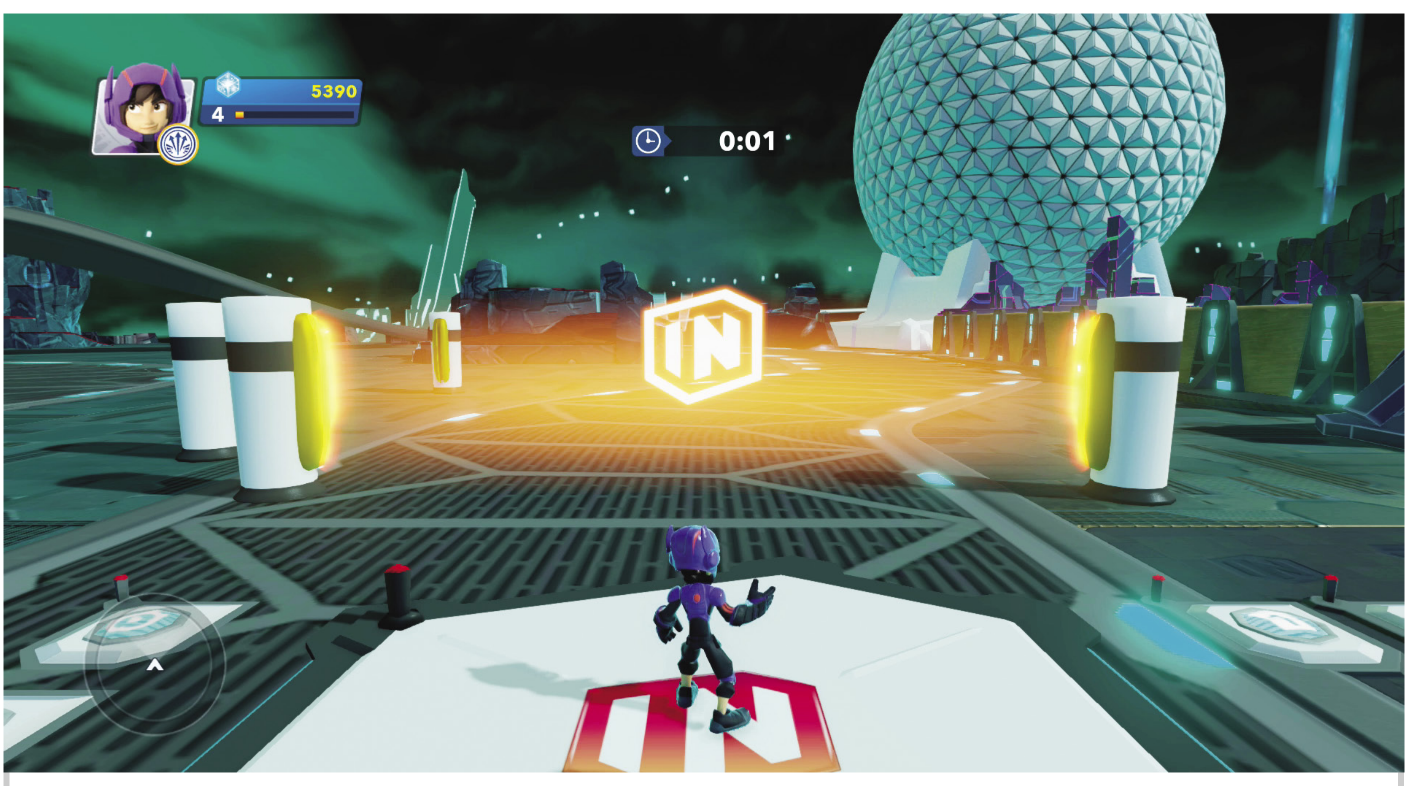
Because up to four players can participate in this game, the kit includes four counter toys to keep track of laps in the race.

When the race begins, the challenge maker deactivates all of the racing gates except for the first racing gate. The challenge maker also sends a message to the timer to start timing. As each player moves through the first racing gate, it deactivates—just for that player—and then sends a message to the next racing gate to activate—once again just for that player. This ensures that each player has to go through all of the racing gates in order so no one can cheat.



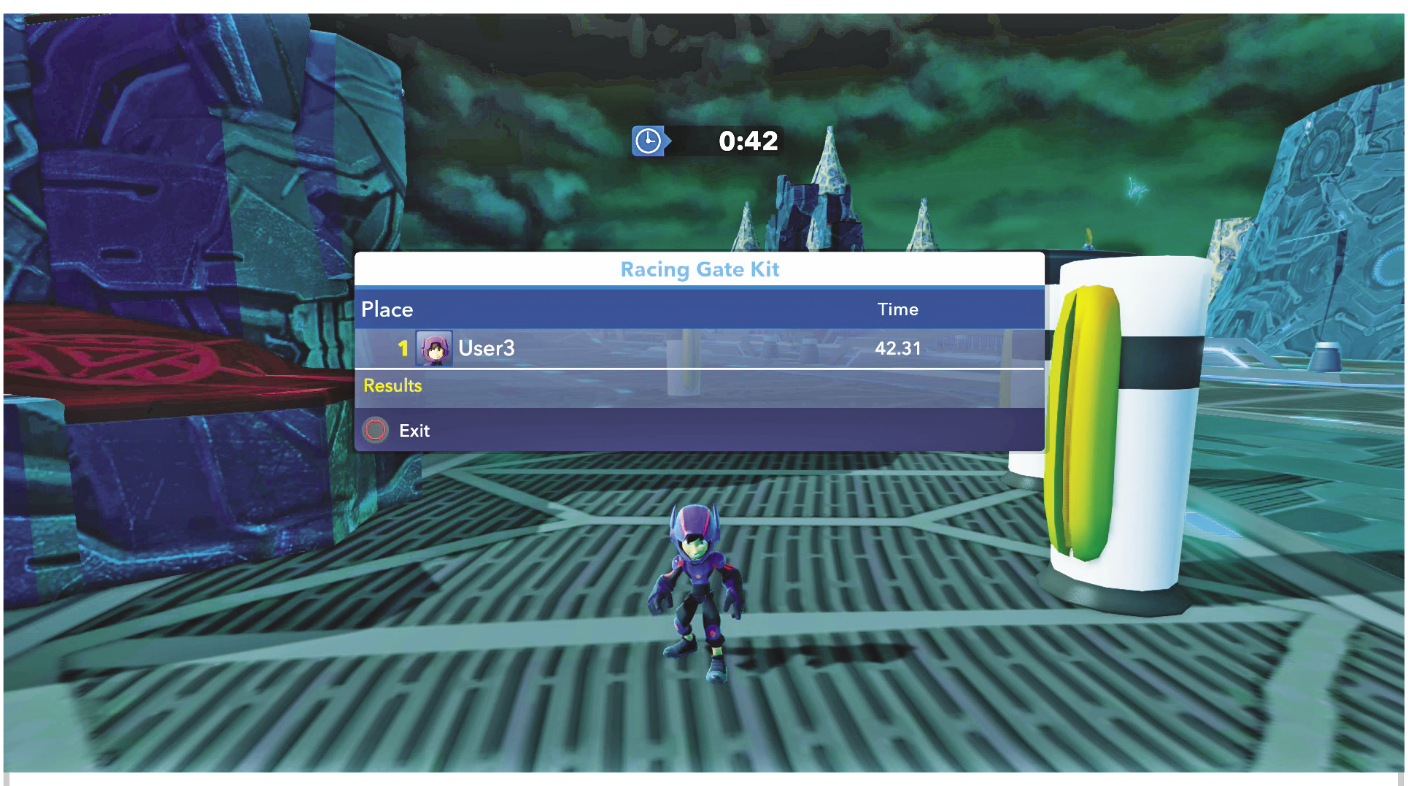
The racing gates are connected to each other so as one deactivates, the next activates. Each player has only one active racing gate at a time.

The counters keep track of the laps. Once all players have completed the race, and the counters have all sent a finished message to the challenge maker, this toy then ends the race and displays the results. It also sends messages to the other toys to reset so they are ready for the next game.



When the game begins, just the first racing gate is activated. After you run through it, the next racing gate activates and this one deactivates.

Try out this game with just your one character to see how it works. The racing gates are all positioned close by. When designing such a game, keep all the toys close by while you make connections. Test it out to make sure it works. Then you can move the racing gates around the course. Otherwise it is difficult to connect all the gates if they are scattered about the Toy Box World.



Racing Gate Kit

Place		Time
1	User3	42.31

Results

Exit

At the end of the race, the challenge maker displays your time.

Note

While Quorra shows you five kits, there are more than seventy additional kits available in the Toy Store. Some are unlocked when you purchase all of the toys included in the kit or when you complete some of Quorra's tasks. You can also purchase a kit which, in turn, unlocks all of the individual toys included with it. Some kits can be connected together to create a large game with several small games. Each kit can be customized and modified. For beginning Toy Box users, as well as those with experience, kits are a quick way to make a game and also learn how to connect toys together for different functions.

Stitchs Tropical Rescue

Disney Infinity: Toy Box 2.0 Edition includes two Toy Box Games. These are unlocked by placing the corresponding Toy Box Game disc onto the Disney Infinity base. Stitch's Tropical Rescue is one of these games. It is similar to a tower defense game where you must defend an object from the enemies. The best way to learn how to play this game is to play it. The introduction serves as a tutorial.

The game consists of the introduction and ten levels. You can play the game with any Disney character you choose; including those from *Disney Infinity 1.0*! If your character is defeated (health bar runs out) during a level, you can swap in another character. However, you can't swap your original character in for the remainder of the level. So have some extra characters ready to go since the enemies don't stop while you are swapping characters. Defeated characters can be used again if you restart the level or complete the level.

Agent Pleakley needs your help. After he gave a presentation about Earth's winged inhabitants, the Galactic Federation wants to study ducklings, which they believe might be dangerous. You must protect the ducklings from the robotic collection units.

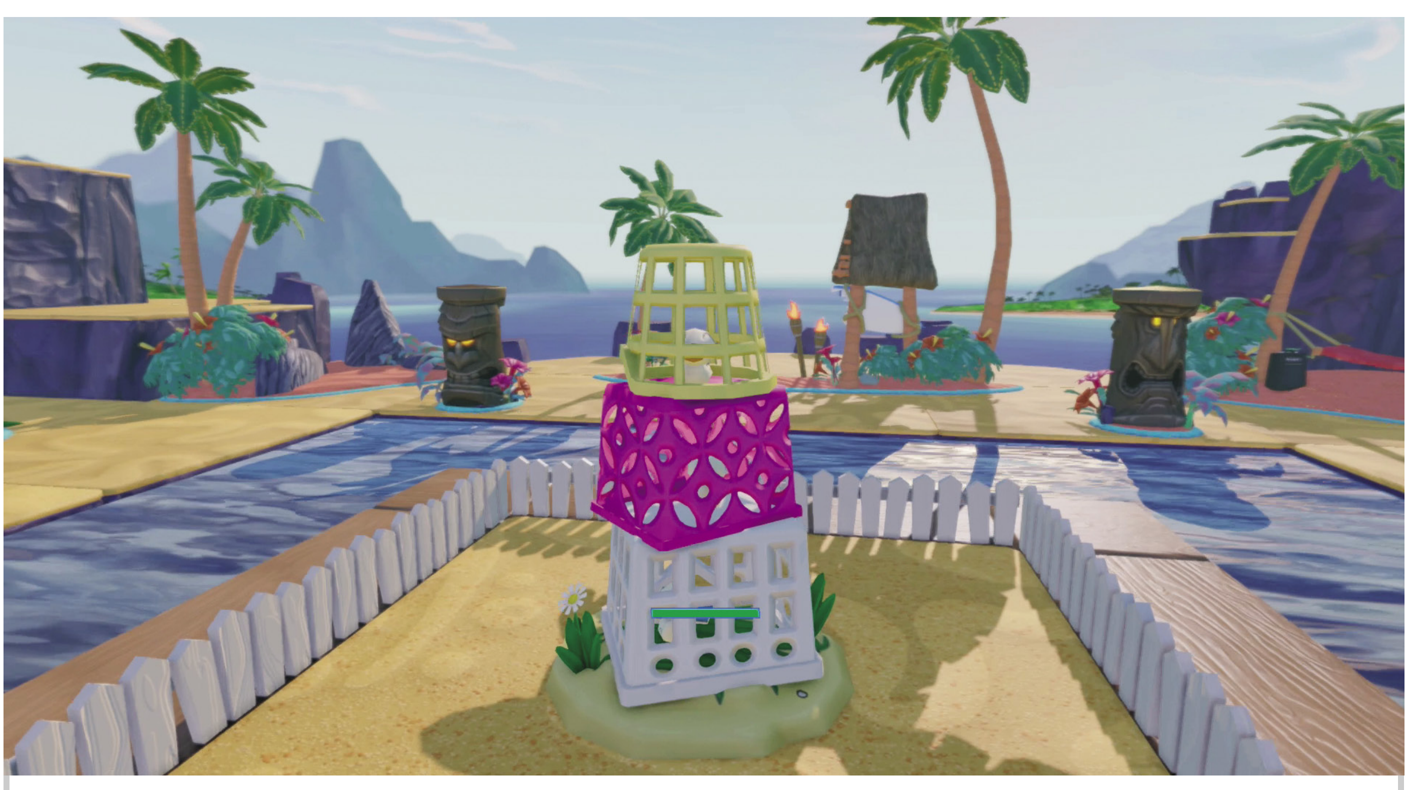
Tip

Depending on the enemies you face, you may want to use a couple characters during a level anyway. For example, you may want a fast character to deal with normal weaker enemies and then bring in a more powerful, but slower character to deal with the really big and tough enemies.

Stitchs Tropical Rescue

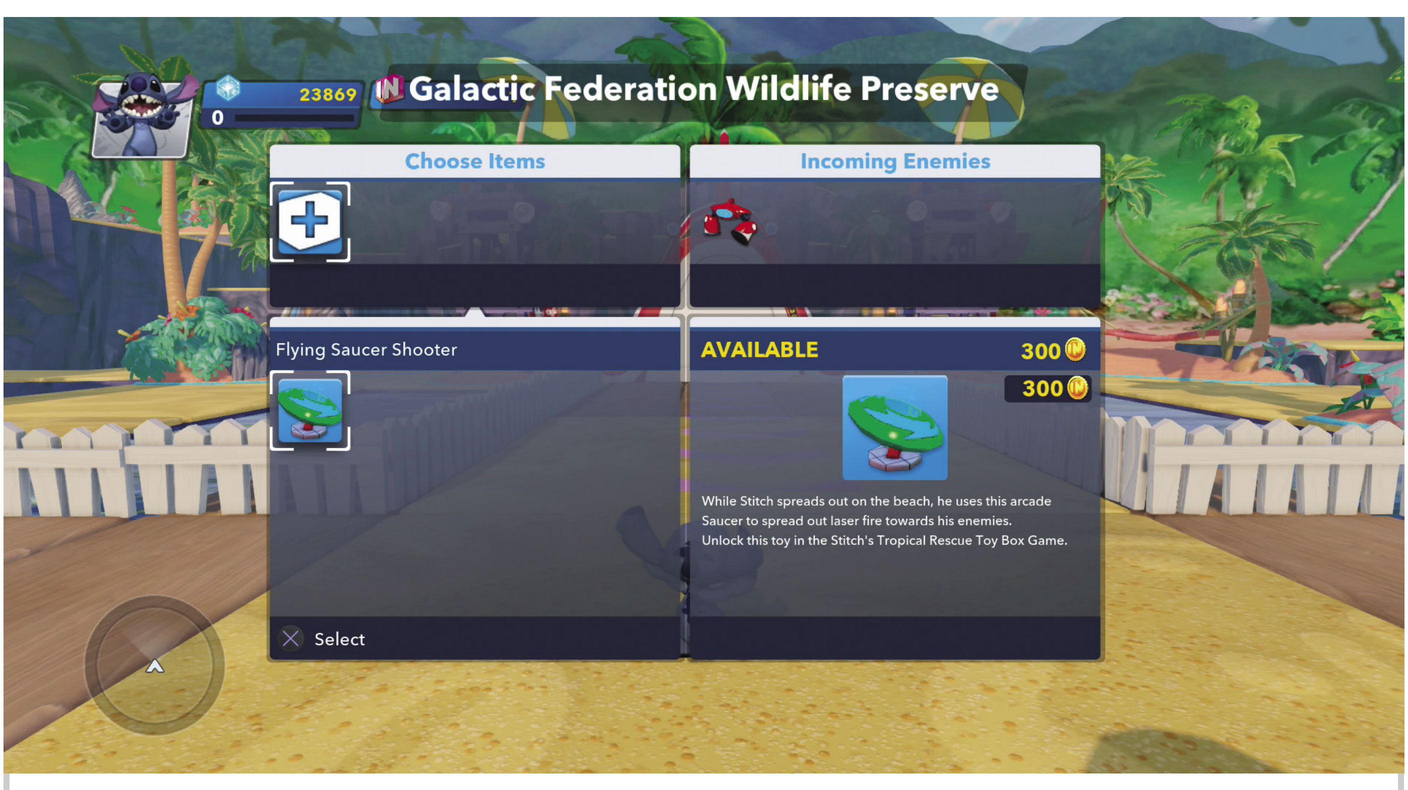
Galactic Federation Wildlife Preserve

When you first begin Stitch's Tropical Rescue, you are taken to the introductory level where you learn the basics. The object of the game is to protect the ducklings, which are in laundry baskets. There is only one in the introduction, but some later levels have as many as four that you must protect. Each level also has three townspeople. If you pick them up and then throw them into the townsperson door, you can earn more loot as you defeat enemies. For this introduction, there is only one townsperson.



You must protect the ducklings and prevent the enemies from collecting them.

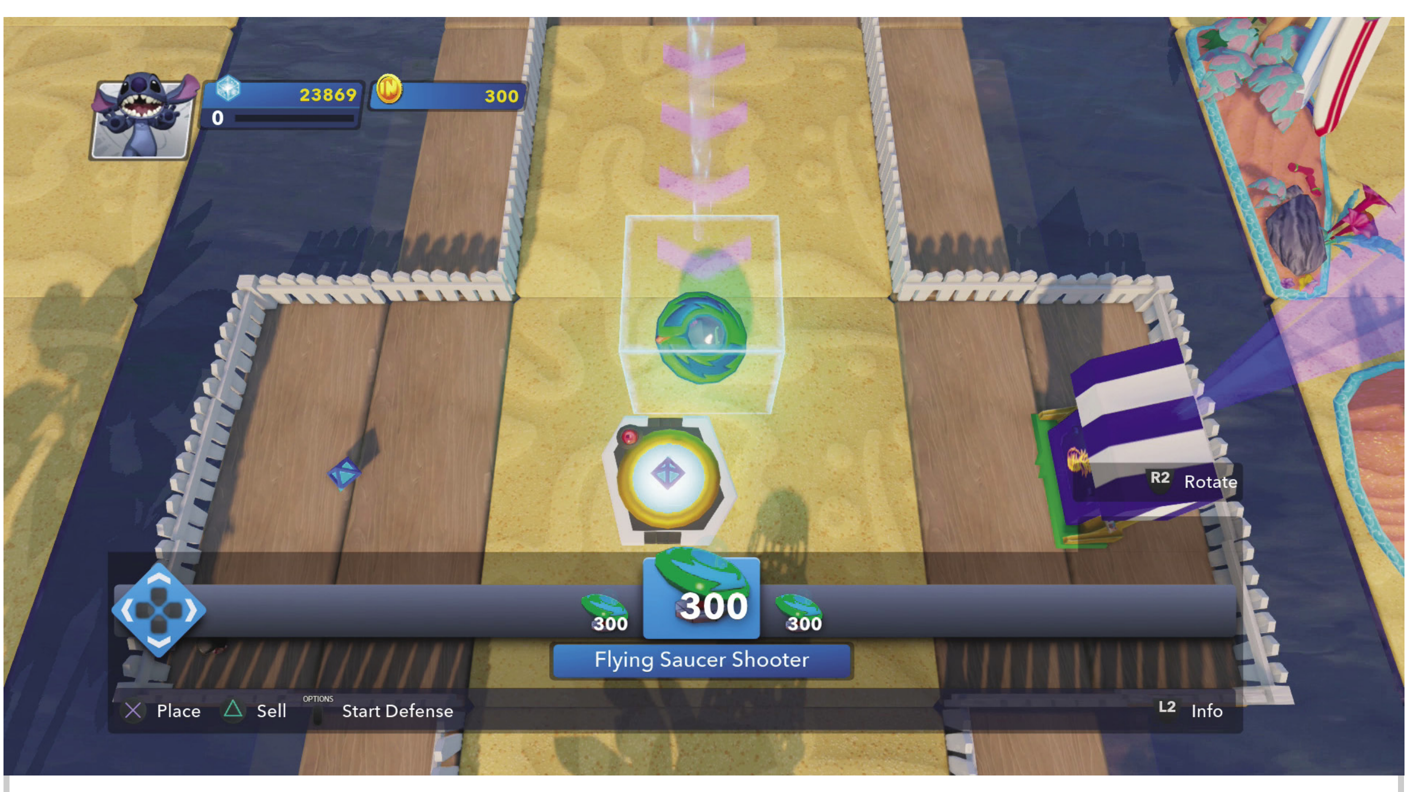
At the start of each level, you begin by picking the traps you will use. These are defensive toys that help you defeat the enemies. The menu that appears not only lists the traps available, but also the types of enemies you will be facing. For this level, you only have to worry about basic collection units. There is also only one trap available to begin with. As you advance through each level in turn, you unlock an additional trap so that by level 10, you have lots of traps from which to choose. For now, select the flying saucer shooter.



While Stitch spreads out on the beach, he uses this arcade Saucer to spread out laser fire towards his enemies.
Unlock this toy in the Stitch's Tropical Rescue Toy Box Game.

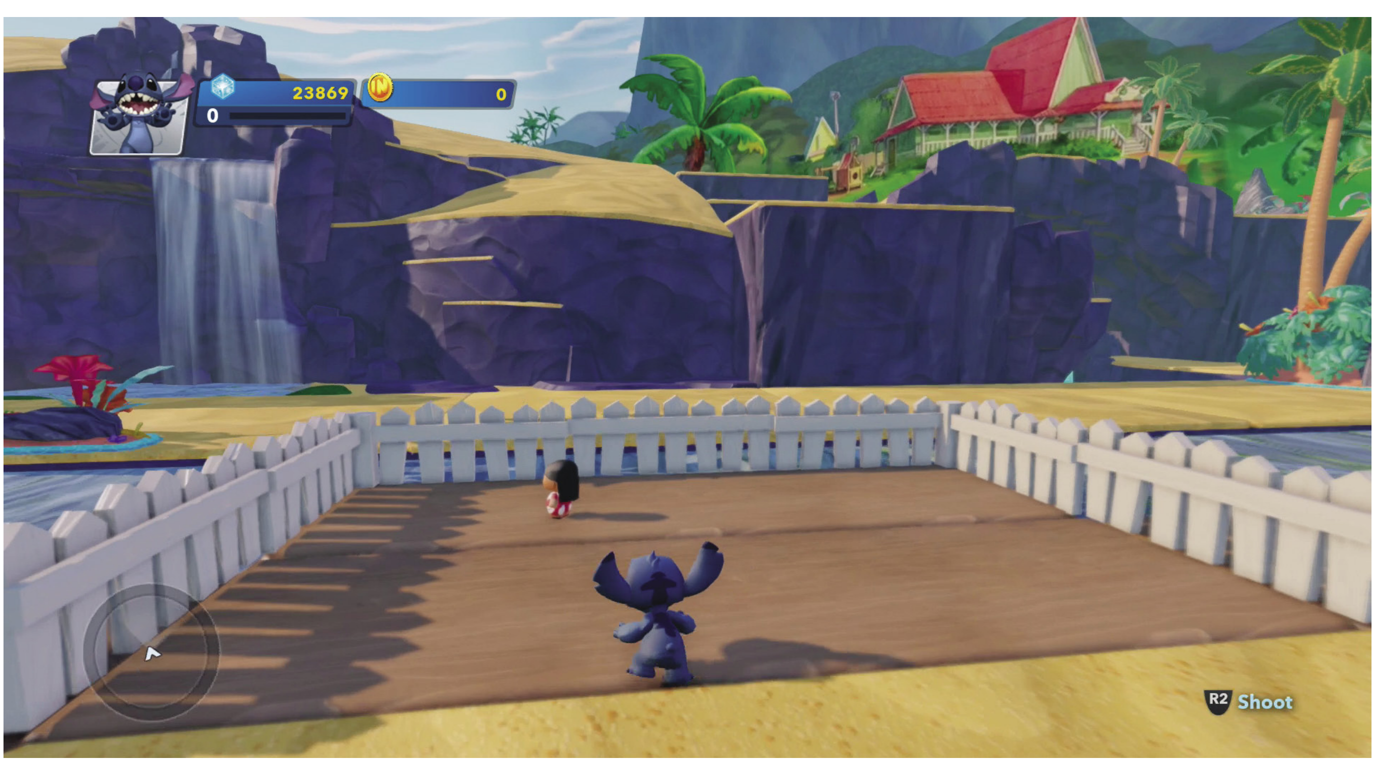
At the start of the level, you select which traps you will be using. Choose carefully since you are stuck with those traps for the entire level.

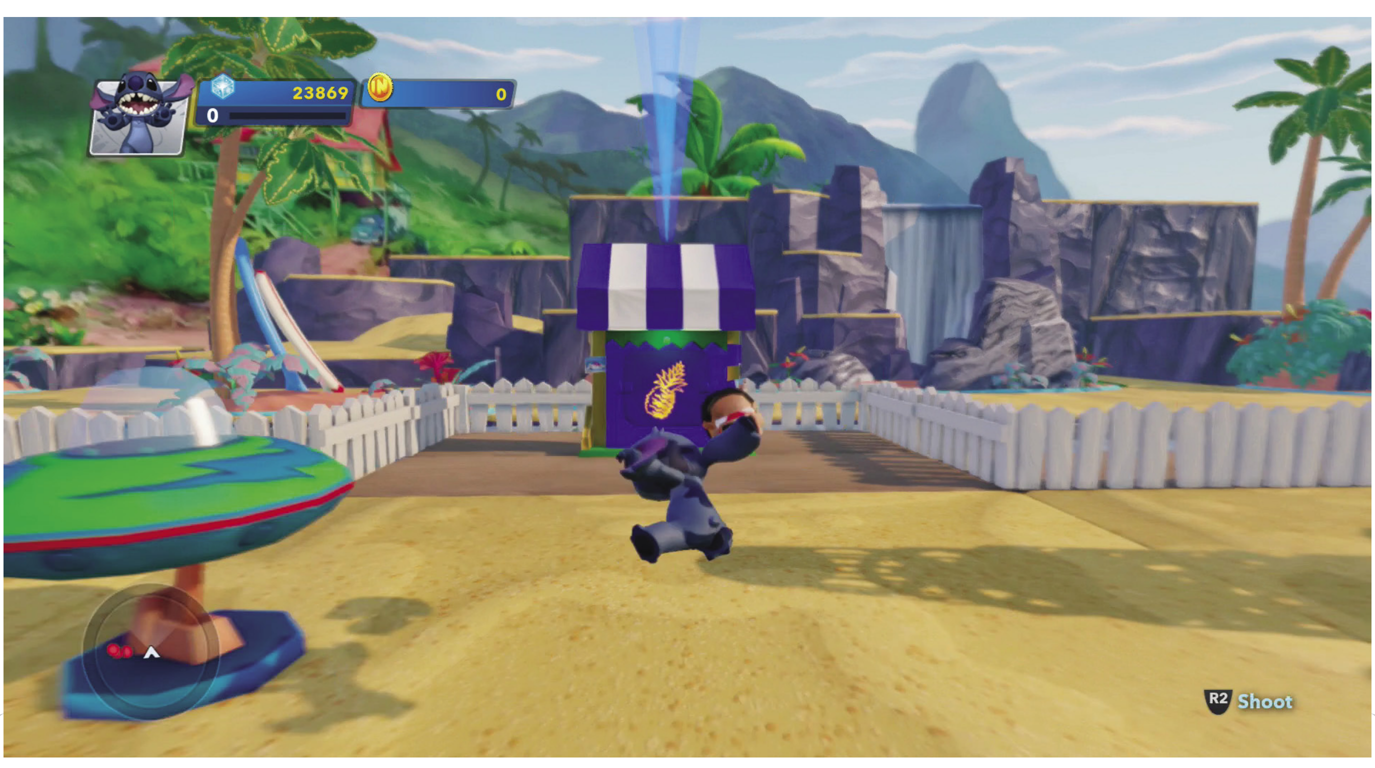
Once you select the traps you will be using, you then have the opportunity to place those traps. Each trap costs a certain amount of money. You begin the level with some initial money. Use that money to place traps. For the introduction, you have only enough money to place a single shooter. Put it somewhere between the ducklings and the enemy door from which the enemies appear. This level only has one wave. However, in all of the other ten levels, you must fight off six waves of enemies. As you defeat enemies, they drop coins. Be sure to collect those so you can spend the money in between each wave to place more traps.



Place the shooter in the path the enemies follow. Look for the purple arrows on the ground. They show likely pathways the enemies will take to get to the ducklings.

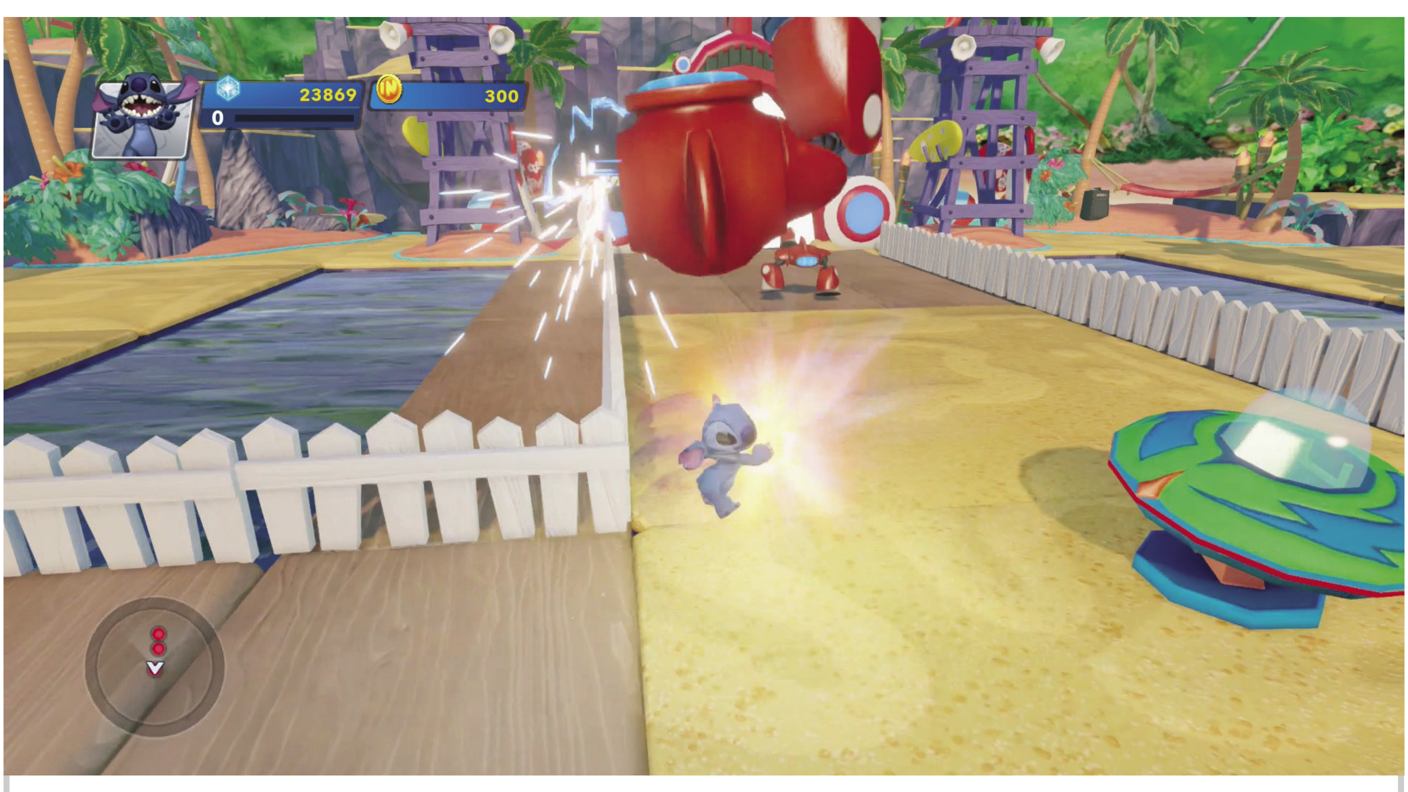
As the countdown to the enemy wave begins, move to the left side of the area and pick up the townsperson. Then take aim at the townsperson door on the right side and throw her into it. You score some extra gold as a reward. By now, the collectors are approaching.



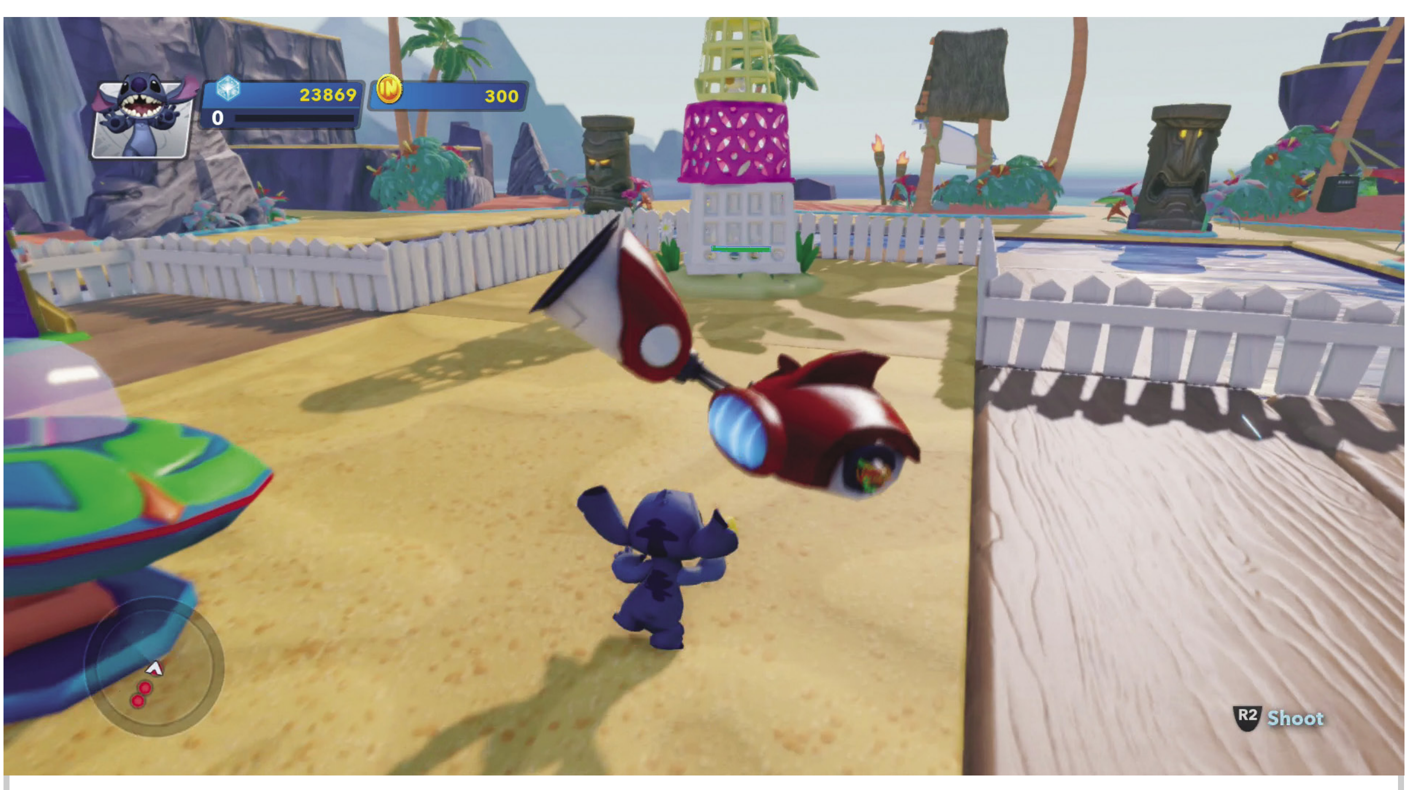


While waiting for enemies to appear, pick up the townsperson and throw her into the door to save her. You get some extra loot for your efforts.

There are only a few collectors in this level, so it is not too difficult. The shooter will open fire when they get into range. However, the shooter by itself is not enough to defeat them—though it will do some damage and made it easier for you to finish them off. Use your character's melee and ranged attacks to defeat the enemies. While some will stop to fight you if you are in their path, others will rush towards the stack of ducklings and begin attacking it. The ducklings have a health bar. If the bar is completely depleted, the ducklings' protection is destroyed and the level ends in defeat. To win, you must defeat all of the enemies without the ducklings being collected. So fight off these collectors to complete this level—and your training.



Engage the enemies before they get to the ducklings.



Keep an eye on the ducklings. It is easy to be distracted in a fight and have other enemies sneak past you to get to the ducklings.

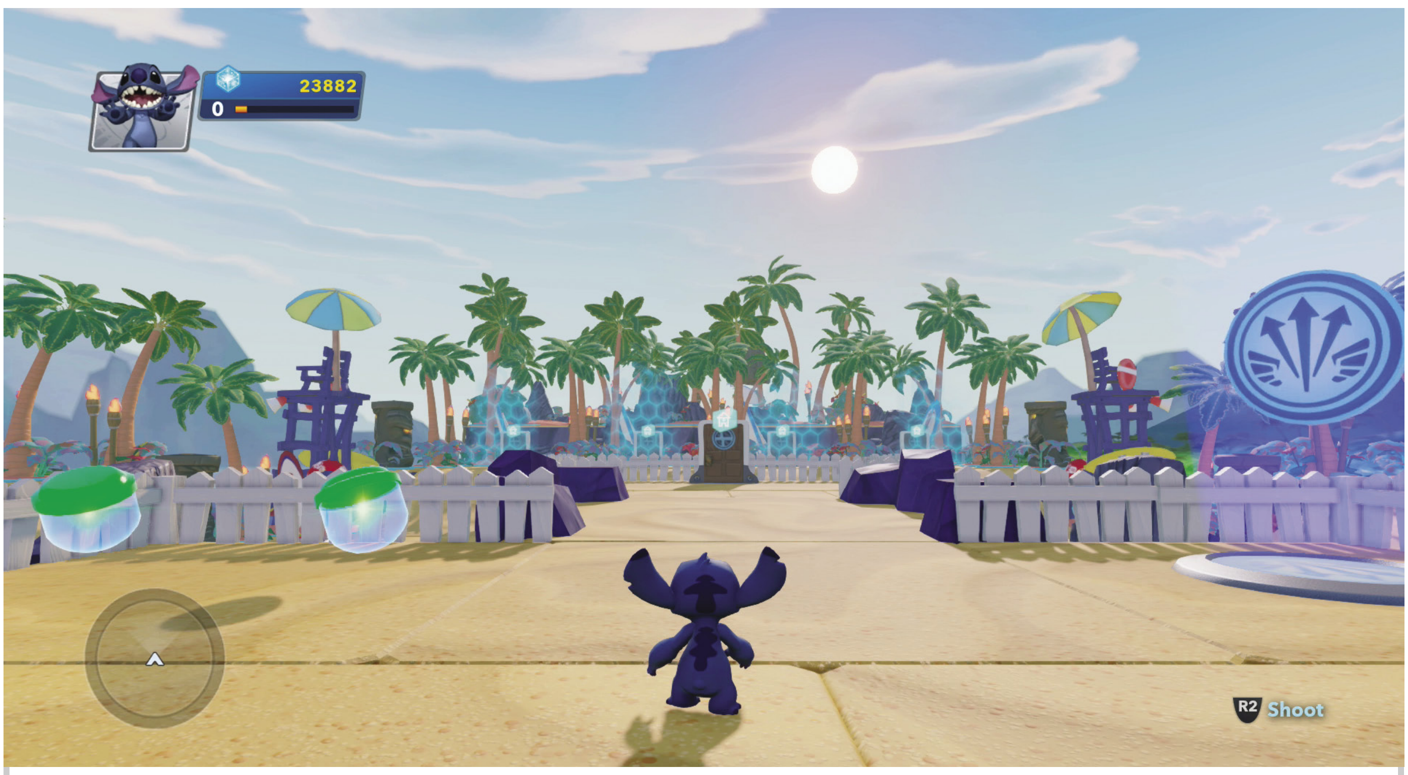
Tip

When playing with more than one player, divide up the responsibilities. Have one stay back to protect the ducklings while the rest attack the enemies before they can get to the ducklings.

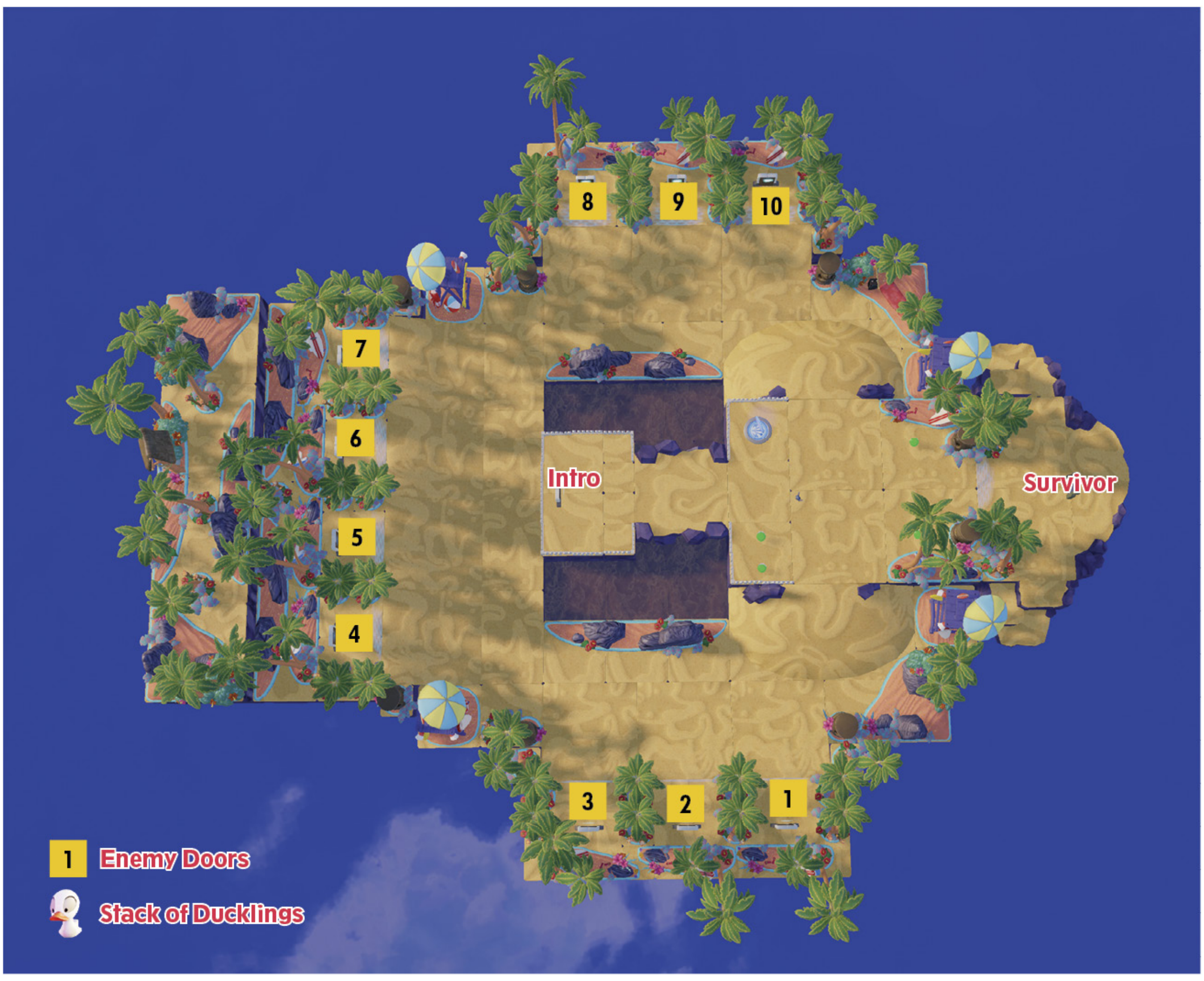
Stitchs Tropical Rescue

The Hub

After completing the introduction, Galactic Federation Wildlife Preserve, you are taken to the hub. There are ten levels in Stitch's Tropical Rescue. Since you finished the intro level, a barrier has been removed from the door leading to the first level, Ice Scream Social. In addition, the intro level is also available in the middle of the hub if you wan to play it again. There is a Skill Tree spot where you can purchase new skills as your characters level up. Finally, there is the Survival Mode, which unlocks after you complete the first level. Move your character to the open door on the left to get started on the first level.



The hub is where you come between levels.



Traps Available

- Flying Saucer Shooter
- Snow Cone Brain Freezer

Enemies

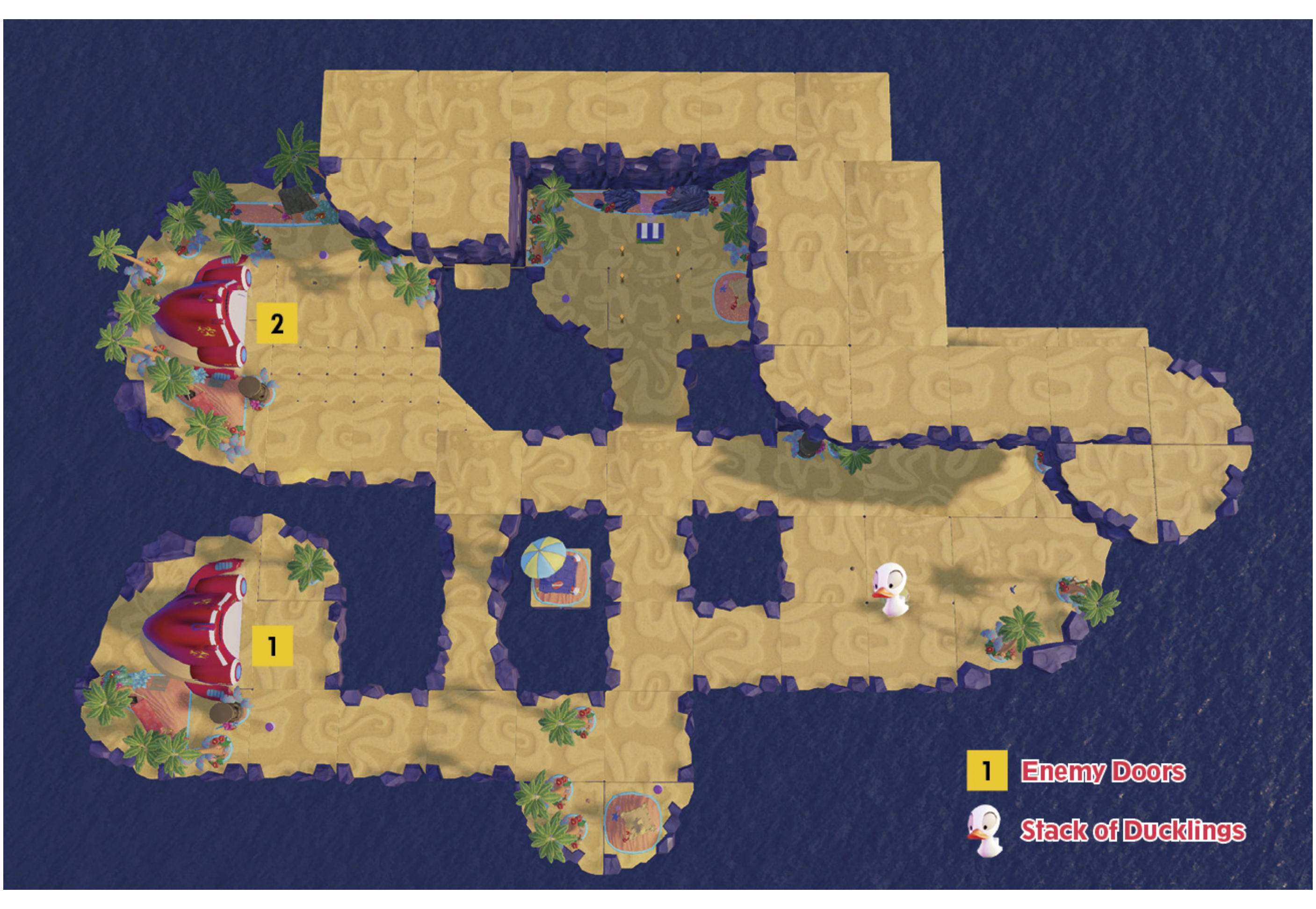
- Collection Unit LT-422
- Collection Unit LT-888

Note

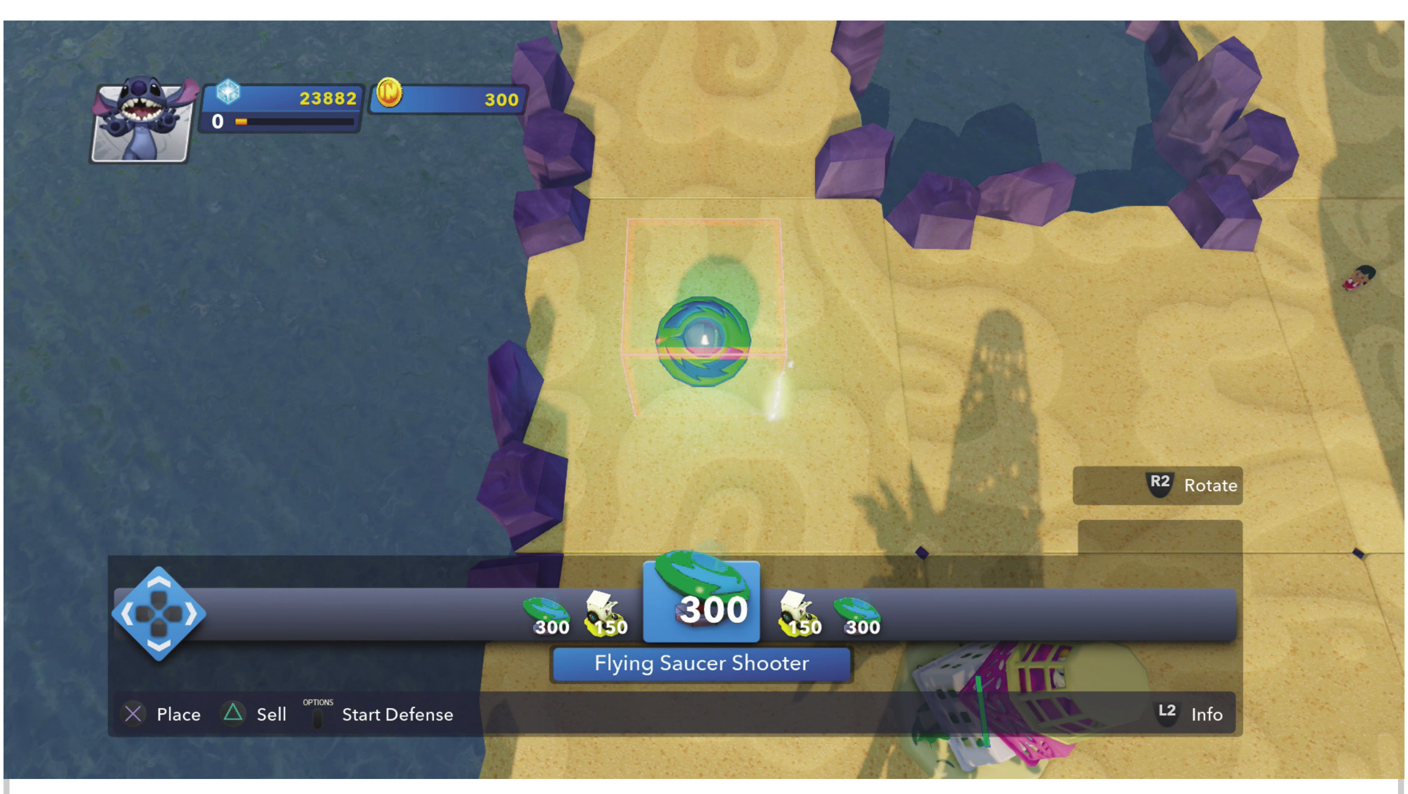
While you used the shooter in the intro level, you also get the brain freezer for this level. The brain freezer is triggered when an enemy gets close to it. It freezes all enemies on the ground within its blast radius. This not only slows down the waves, but also provides some easy targets that your character can attack without them fighting back. The shooter is not very powerful, but can fire in an arc and hit several enemies near each other at the same time. Traps all have a recharge time after they attack. The shooter fires several bursts, then has to recharge. The brain freezer recharges after a while and then can freeze again.

Stitchs Tropical Rescue

Ice Scream Social



When this level begins, you can pick two traps. Since you only have two from which to choose, select both. The shooter and the brain freezer can be used through all ten levels and work well together. After selecting the traps, you can place them. This first level requires you to defend a single stack of ducklings. Look for the purple arrows to see where the enemies will travel. There are two enemy doors from which enemies enter. However for the first wave, they will only come out of the enemy door on the left side. You have 600 points to spend on traps. This lets you either place a couple shooters or two brain freezers and a single shooter The latter is a better idea. While shooters cause damage, an enemy wave can quickly walk by them without taking a lot of damage. Therefore, place a brain freezer across the path in a narrow area and then place a shooter right behind it. Then, when the enemies are frozen by the brain freezer, the shooter can fire on them while they are immobile. Put another brain freezer in another narrow area—a choke point—to slow down more enemies that get past your shooter. Once you have your traps set, it is time to begin the first wave.

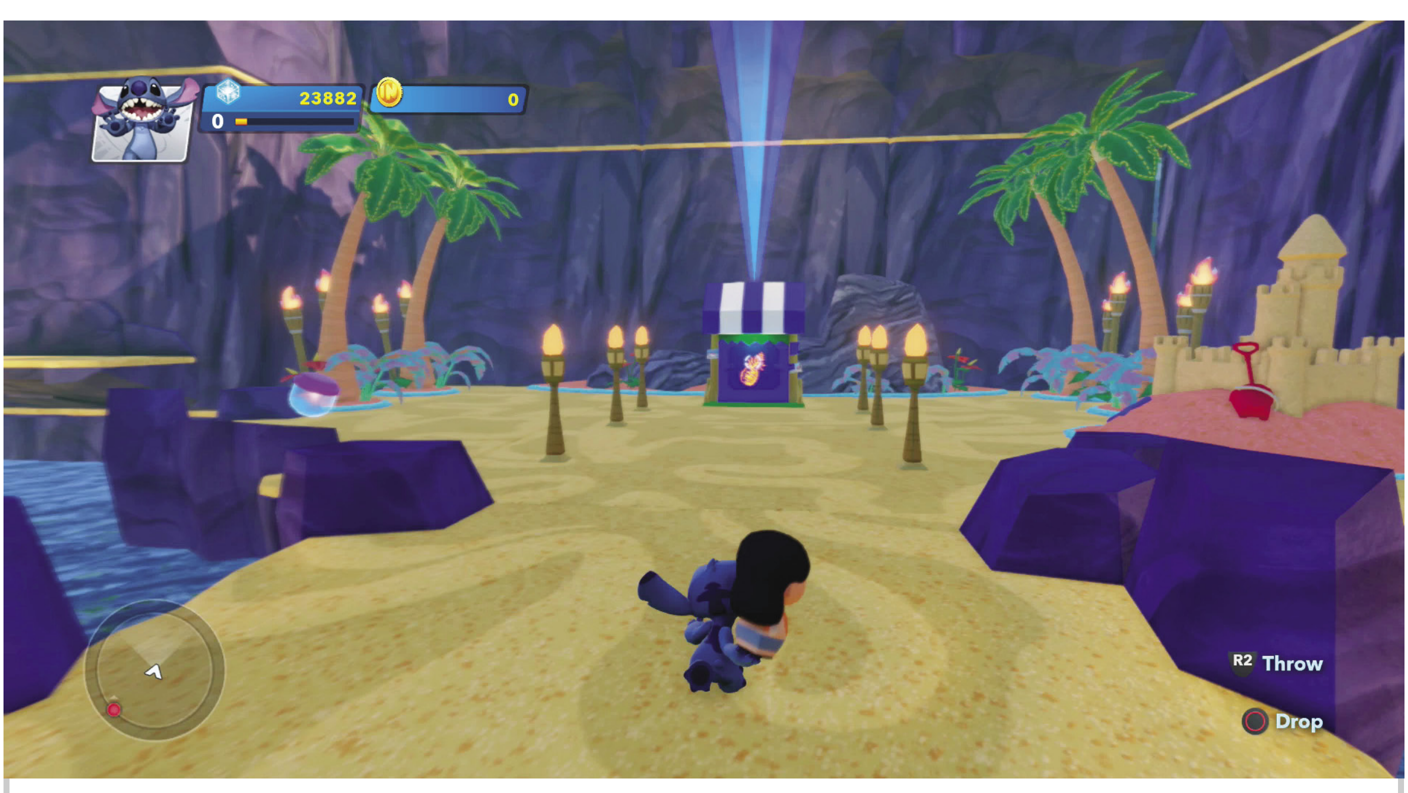


It is always a good idea to put a shooter near your ducklings since the collectors will always head towards this location and stop to attack it. Then put brain freezers along the two narrow passageways that are near the ducklings to slow down the collectors. You can always sell these traps back and reposition them after the first wave.

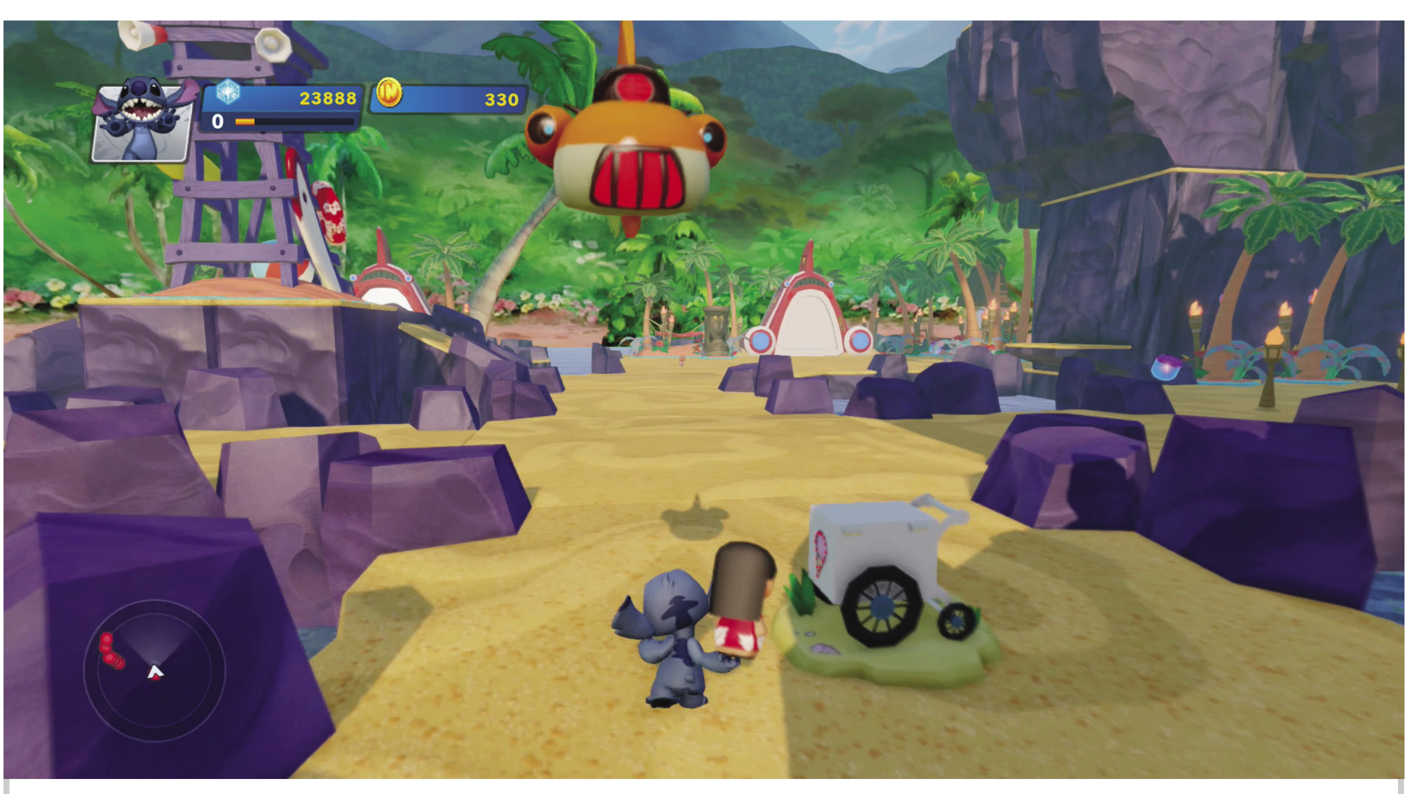
When the first wave begins, you have a bit of time. Quickly grab a townsperson and throw him into the door. You get enough money to buy an extra shooter when you get to place more traps after the first wave is defeated. After taking care of one of these little guys, check out the ducklings. The collectors have most likely been slowed down by the brain freezers and some may be destroyed by the shooter while frozen. However, the LT-422s can bypass the brain freezers and are not affected by them (although shooters can fire at flying enemies). You will need to use a ranged attack to hit these drones.

Tip

Since the early waves are the weakest, it is usually a good time to get those townspeople. Plus the money you earn can be used on traps before the next wave. The earlier you get the bonus money, the more you get to use those traps.

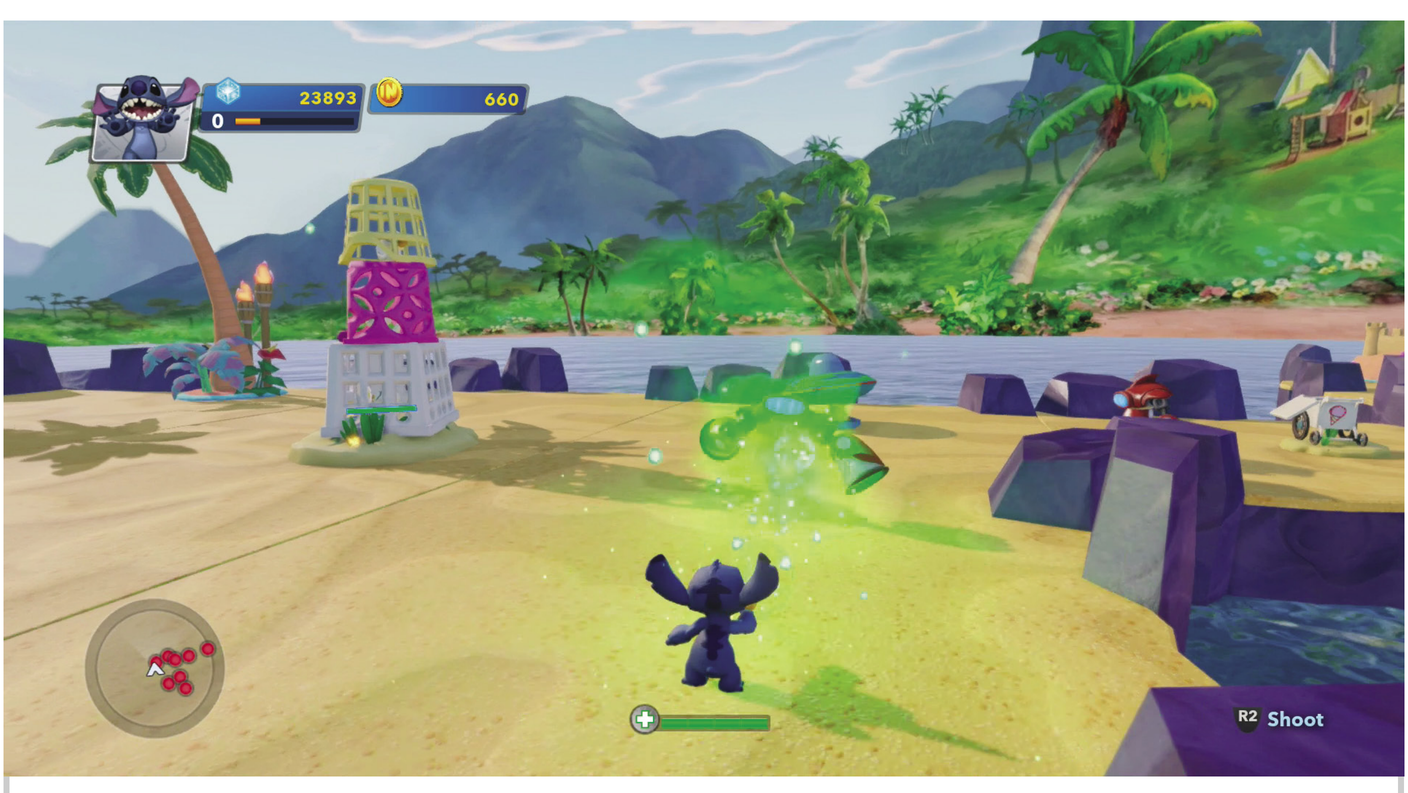


Saving townspeople is a great way to score some extra money for traps. Just don't neglect the enemies for too long.



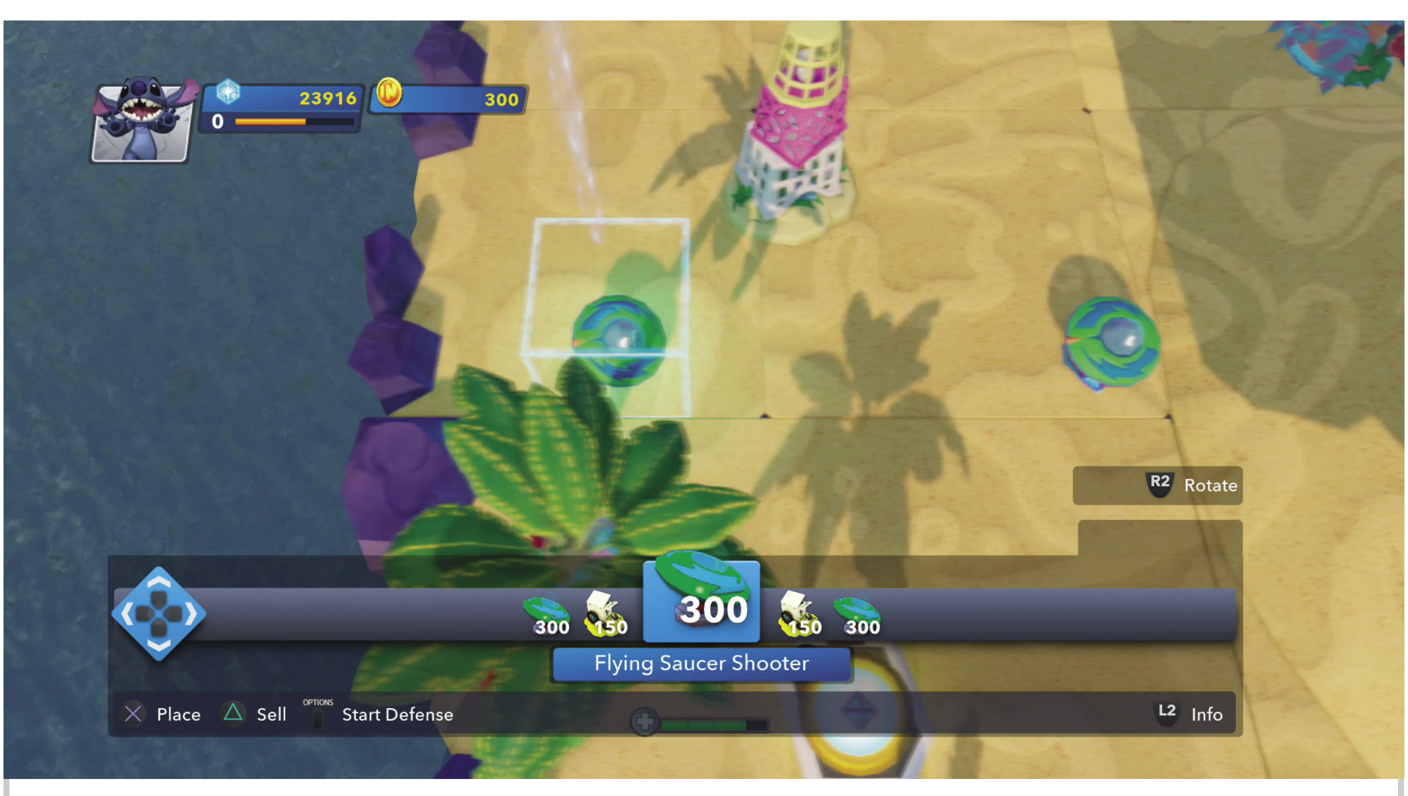
The LT-422s will get to the ducklings first since they are not affected by the brain freezers.

Try to stay near the ducklings since you know that is where all enemies will eventually end up. Plus you need to make sure the ducklings are protected. If your character has some area attacks (such as a special move) that can affect several enemies at once, wait until there is a large group of enemies and then release it. Remember that you have to collect purple Sparks to charge up special moves. There are some purple capsules in the level to help you do this. Once the first wave is defeated, you have a few seconds to gather up any remaining coins before preparing for the next wave.



Defend near the ducklings. While you can engage away from the ducklings at the beginning, you don't want enemies to get to the stack of ducklings to attack it with no defenses around.

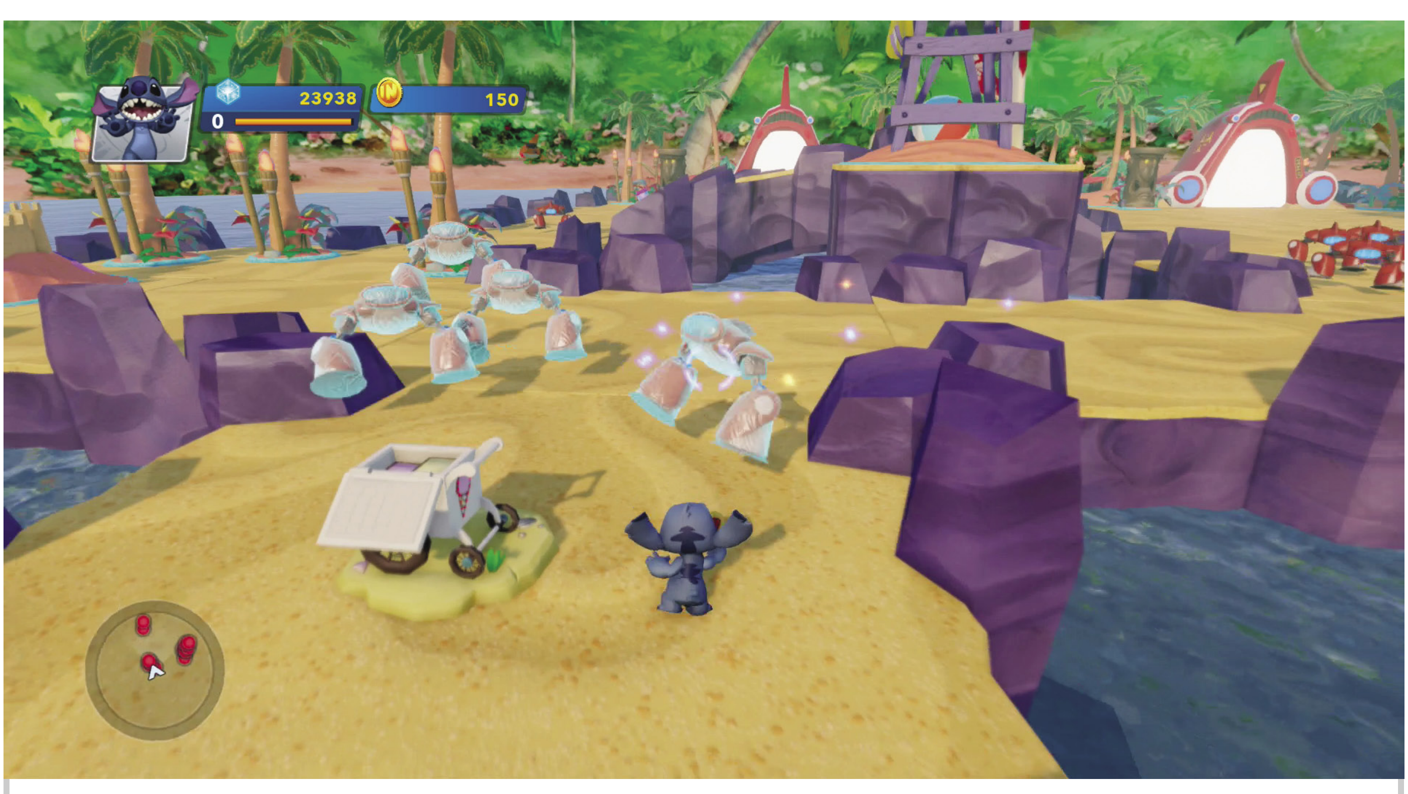
After each wave, you can spend the money you have collected by defeating enemies and throwing townspeople into the door on more traps. If your first traps were not in a good position, sell them back and then start over. This time the enemies will still come from the same enemy door. There are two paths that lead directly to the ducklings. By now you should have enough to purchase a couple shooters to place near the ducklings and brain freezers along the paths. The shooters near the ducklings can also fire on the flying LT-422s and help eliminate those threats. When you are ready, start the second wave.



Position more traps near the ducklings at the start. Then begin placing them along the pathways leading to the enemy doors.

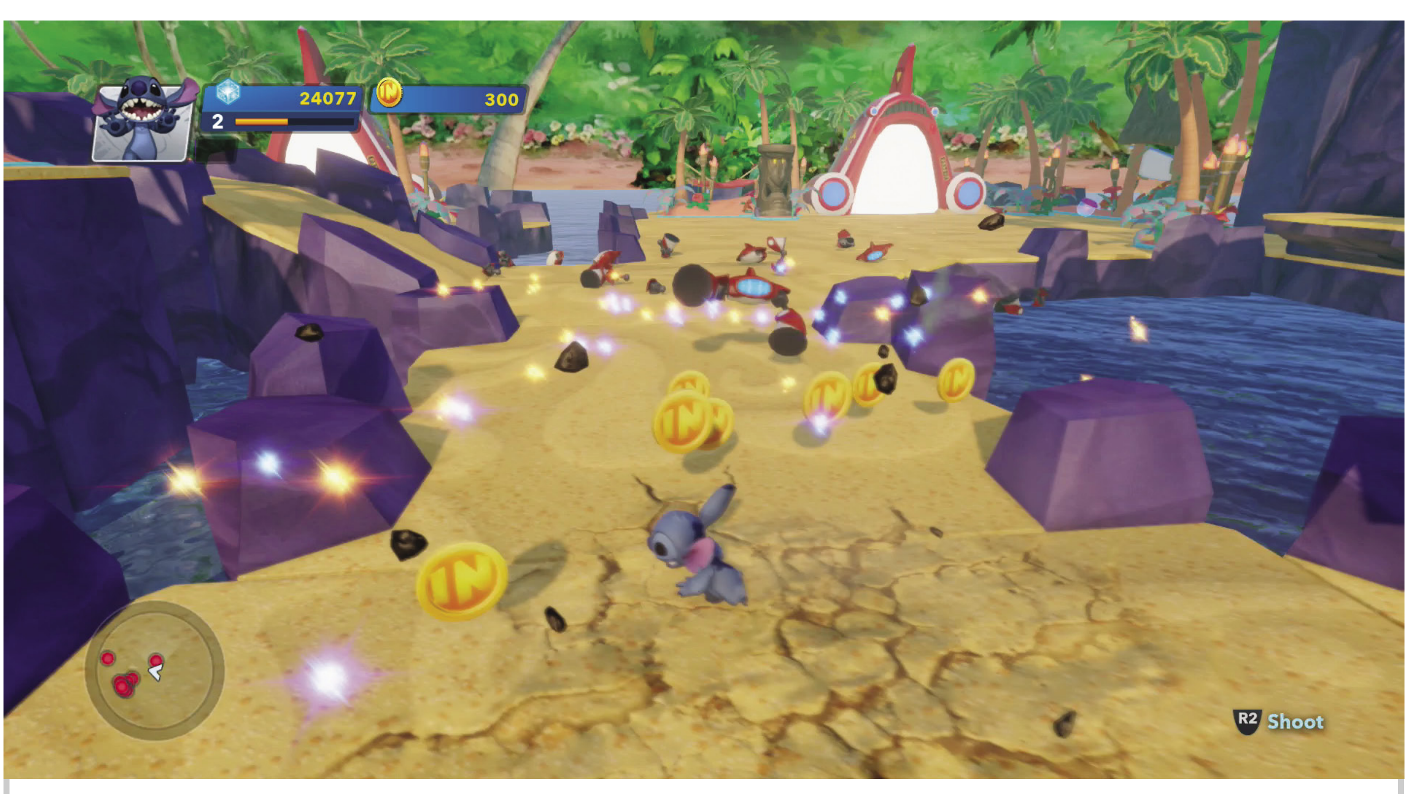
Tip

As a general rule, it is best to position traps close to the ducklings during the early waves. You know that all enemies will be headed to that location and then when they get there, they stop to attack, giving the shooters targets that won't move away. As you earn more money, begin expanding your traps out from the ducklings along paths that most of the enemies will follow. That will help slow down the waves and whittle down their numbers. The second wave follows the same path at the first. Keep them away from the ducklings and be sure to collect as many coins as you can so you can buy more traps.



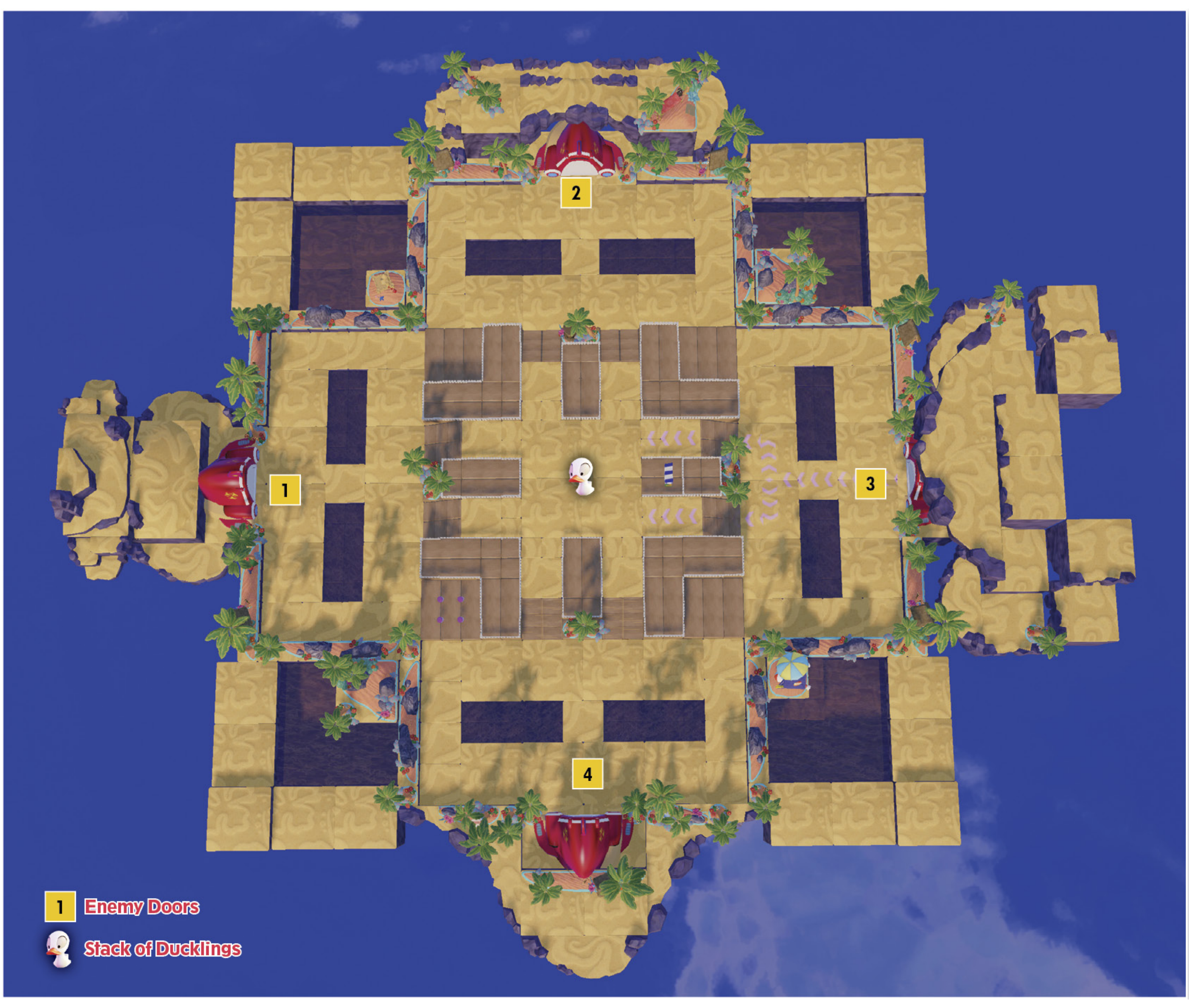
A group of frozen enemies makes for an easy target. Jump up in the middle of them, and then press the attack button to come down with a ground slam to damage all of them.

The third wave comes from both enemy doors. Keep your traps in the narrow parts of the path where you know enemies have to travel. There are a total of six waves. Each subsequent wave is a bit more difficult. However, if you have been diligent about collecting coins, by the final wave, you should have traps all over the pathways to the ducklings. Stay near the ducklings because there are so many collectors in the later waves that many will still get through your traps. That is why it is good to have several shooters surrounding your ducklings.



Be sure to collect coins after defeating enemies. You can spend them on new traps in between each wave.

Bots of Trouble



Traps Available

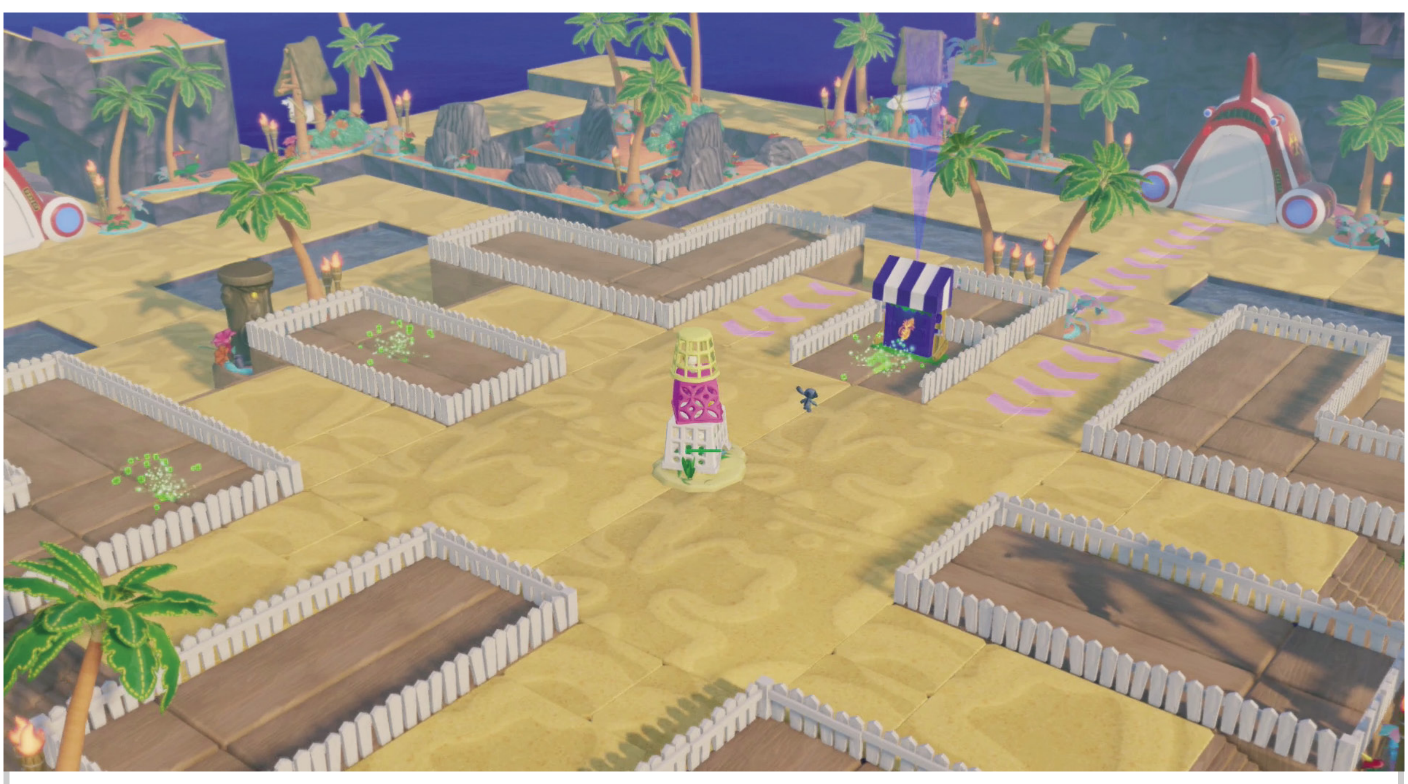
- Flying Saucer Shooter
- Snow Cone Brain Freezer
- Surfboard Barrier

Enemies

- Collection Unit LT-888
- Collection Unit MD-2190

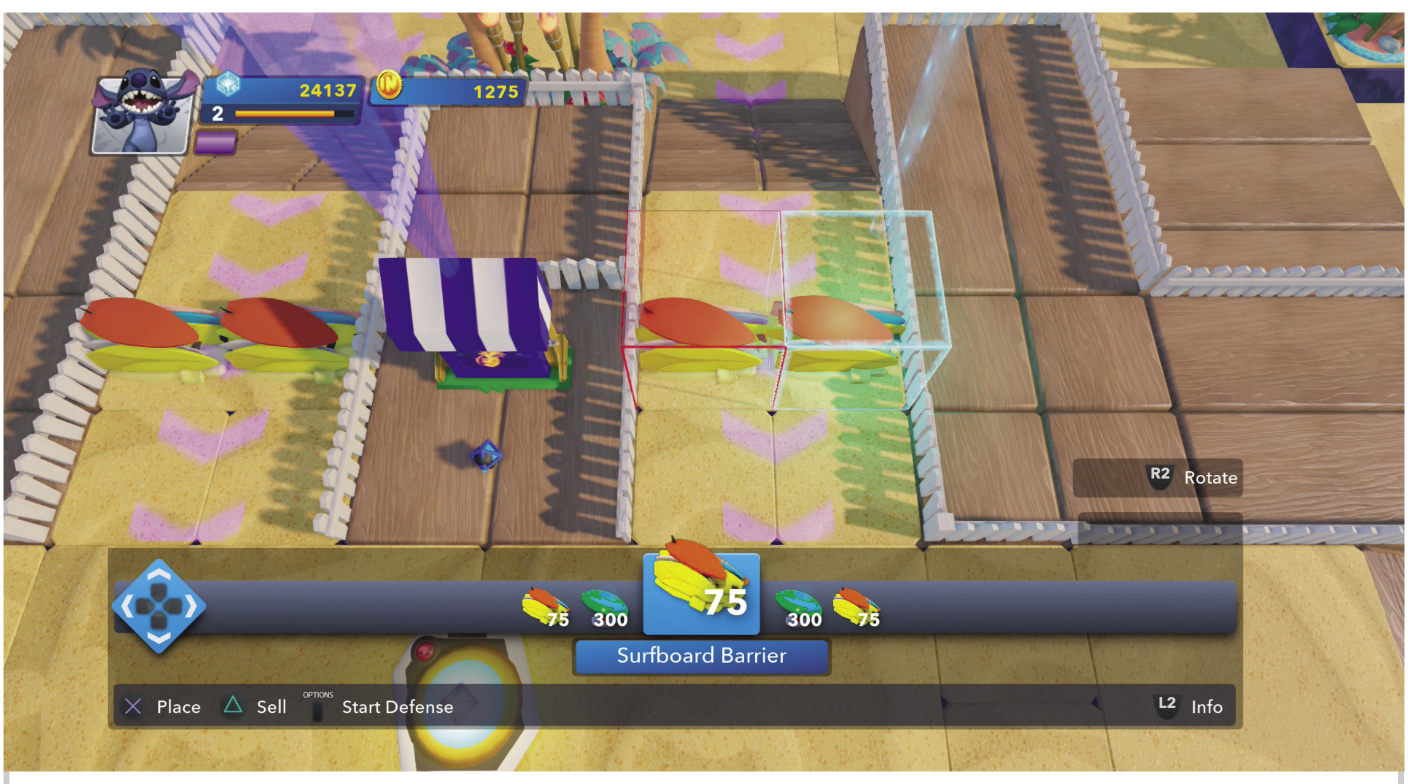
Note

The barrier is the new trap for this level. It is the least expensive trap and is basically a low wall that you can use to block passageways. However, it is destructible and enemies will break them down and then advance. They are best used to slow down enemies along one path so you can deal with those on another path first.



This level has only one stack of ducklings—but it is surrounded by enemy doors.

This level is tougher than the previous level. You must defend one stack of ducklings located in the middle of the area. However, there are four enemy doors that surround you. Luckily, for the first wave, the collectors only come from one enemy door. Try using some barriers to see how they work. Then back them up with shooters.



The surfboard barrier is unlocked for this level. Use it to slow down enemies.

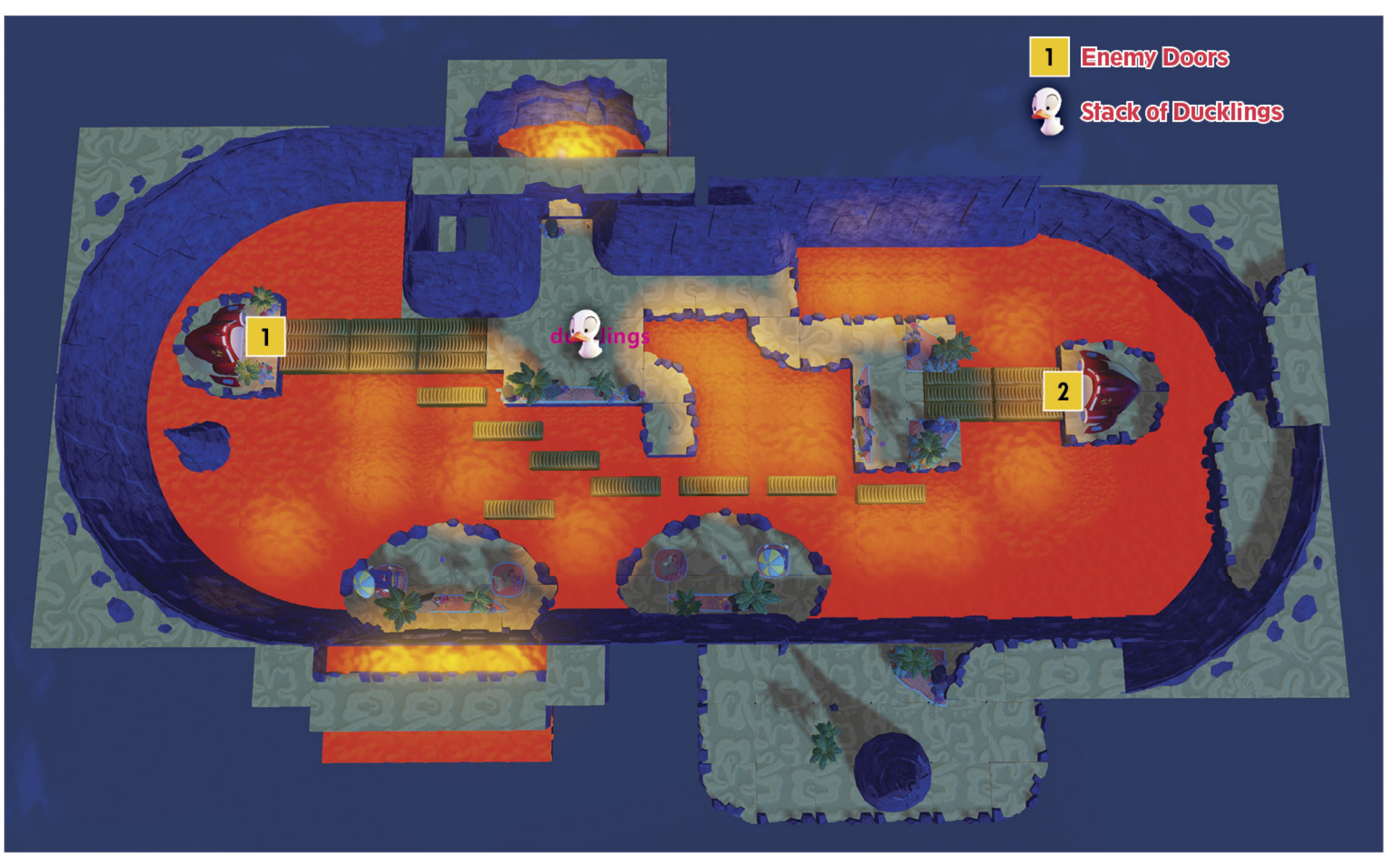
The second wave has attacks from two doors—on opposite sides of the area. Position your defenses accordingly. Wave 3 also has attacks from two opposite sides. However, this time it is the other two enemy doors. You may want to sell back all your traps and then put down new ones to cover those two directions. Start bringing your shooters in close to the ducklings so those collectors that do get through will come under fire while they are attacking the ducklings.

Since you are attacked from all directions, stay near the ducklings to deal with enemies that get through your traps.

In wave 4, you get attacked from all four directions. Stay near the center for this one. If you try to engage enemies from one direction, others get to the ducklings behind you. Surround the ducklings with shooters to help you defeat the collectors that try to destroy the ducklings. By staying in one spot, you can more quickly gather the coins from the defeated enemies. Wave 5 is a bit tougher. Larger collectors (MD-2190s) attack towards the end. Try to clear out all of the LT-888s before the larger enemies arrive. The final wave hits you with lots of small collectors. Then eight MD-2190s attack all at once—two from each direction. Your shooters will help weaken them, so move in and finish them off to complete this level.

Stitchs Tropical Rescue

Quack to the Beach



Traps Available

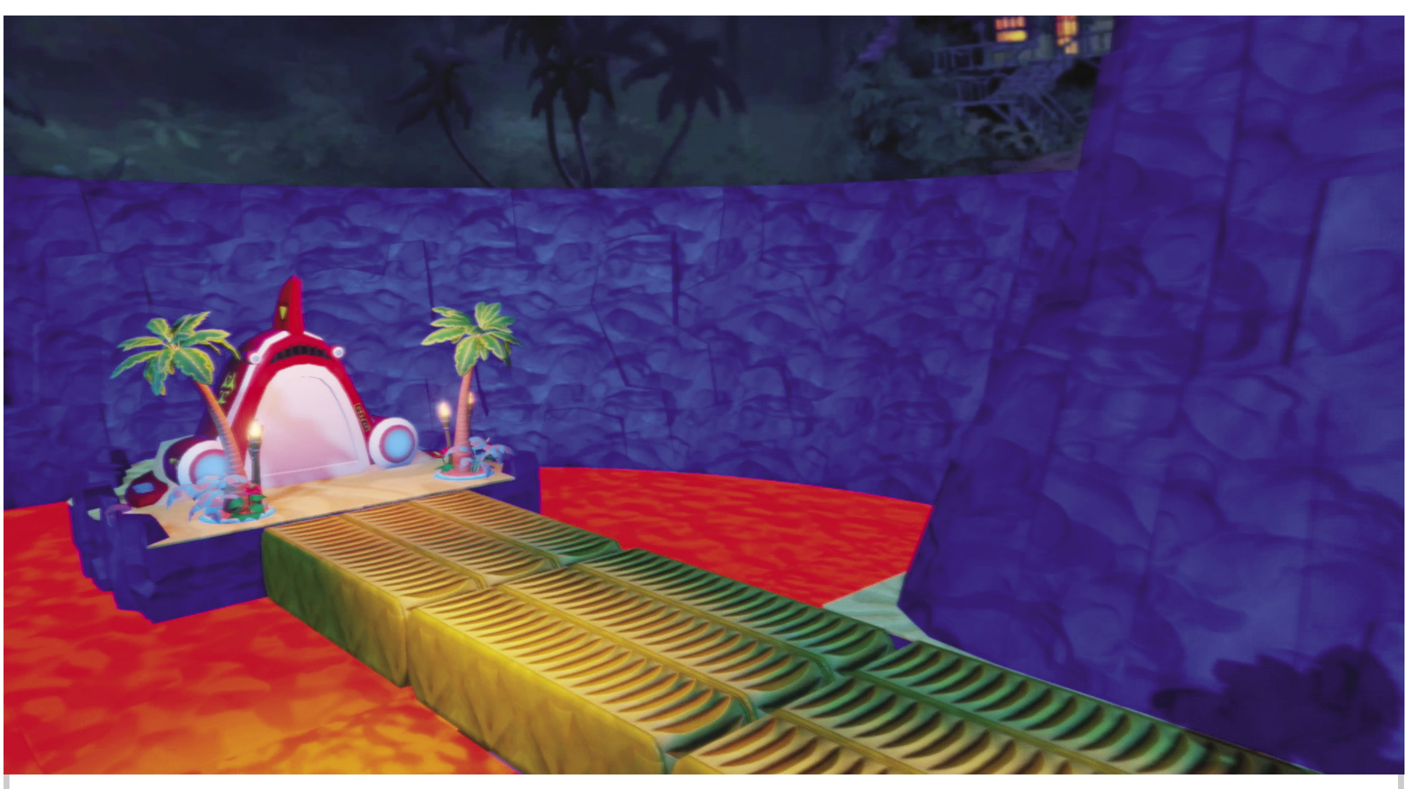
- Flying Saucer Shooter
- Snow Cone Brain Freezer
- Surfboard Barrier
- Springing Umbrella

Enemies

- Collection Unit LT-888
- Collection Unit MD-2190
- Collection Unit LT-422
- Collection Unit BG-4021

Note

The springing umbrella is less expensive than a shooter. When an enemy steps on it, it launches them in one direction. When placing this trap, you can see the flight path of the enemy when it springs. Rotate the trap so you can send the enemy in the direction you want—preferably into one of the pools of lava where they will be destroyed.

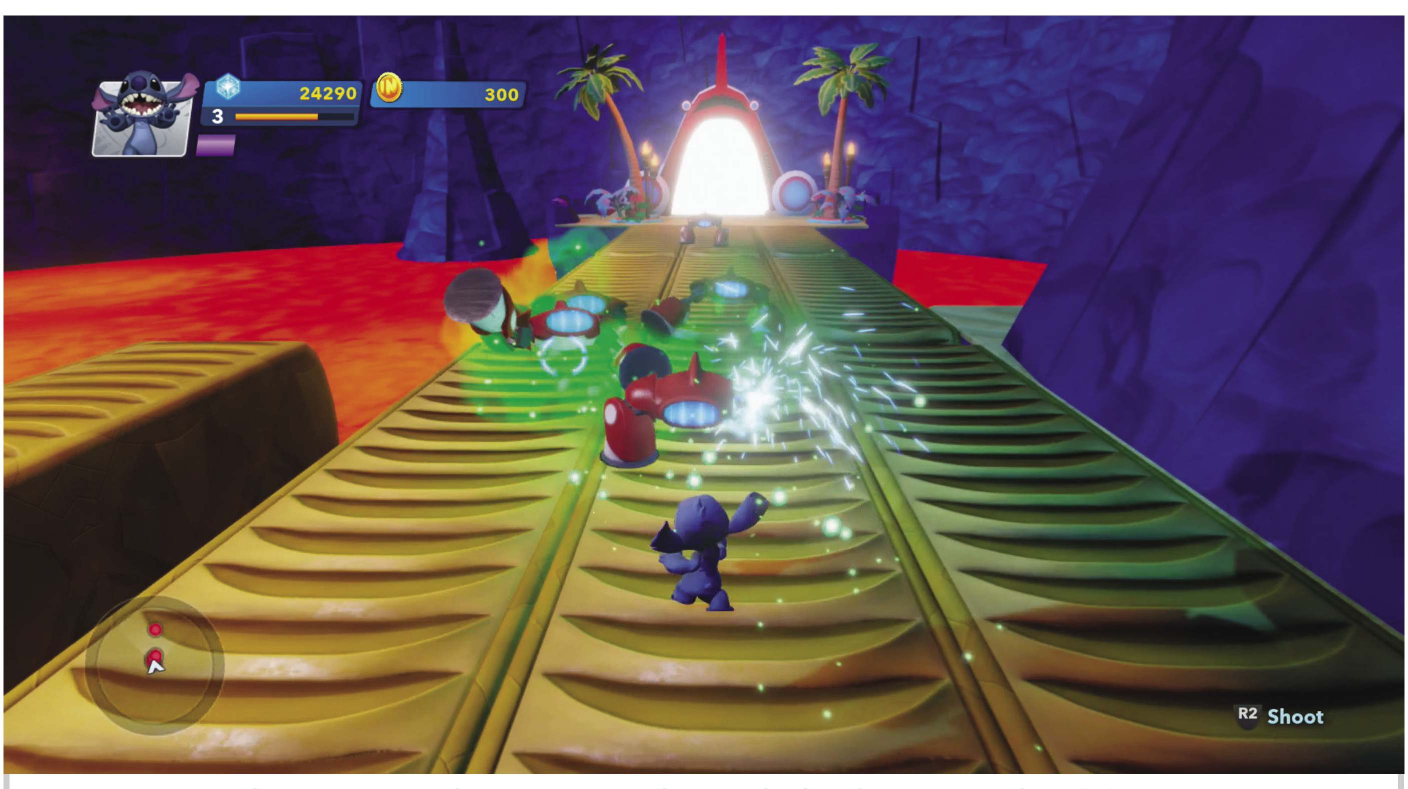


The conveyor belts near the enemy doors help the enemies move much faster towards the ducklings.

This level has a single stack of ducklings in the middle of the area. There are only two enemy doors on opposite sides of the ducklings. One is closer to the ducklings than the other. There are conveyor belts in front of each enemy door. This prevents you from placing traps along those paths and helps the enemies move faster as they advance. For the first wave, the enemies come from both enemy doors. For the one closest to the ducklings, you don't have a lot of depth for traps due to the conveyor belts. Place a brain freezer near the conveyor belt and back it up with a shooter. Then place another brain freezer and shooter along the narrow pathway from the other enemy door, close to the ducklings. Focus on defeating the enemies from the closest enemy door first, then turn your attention to the enemies from the other enemy door, since they take longer to get to the ducklings.

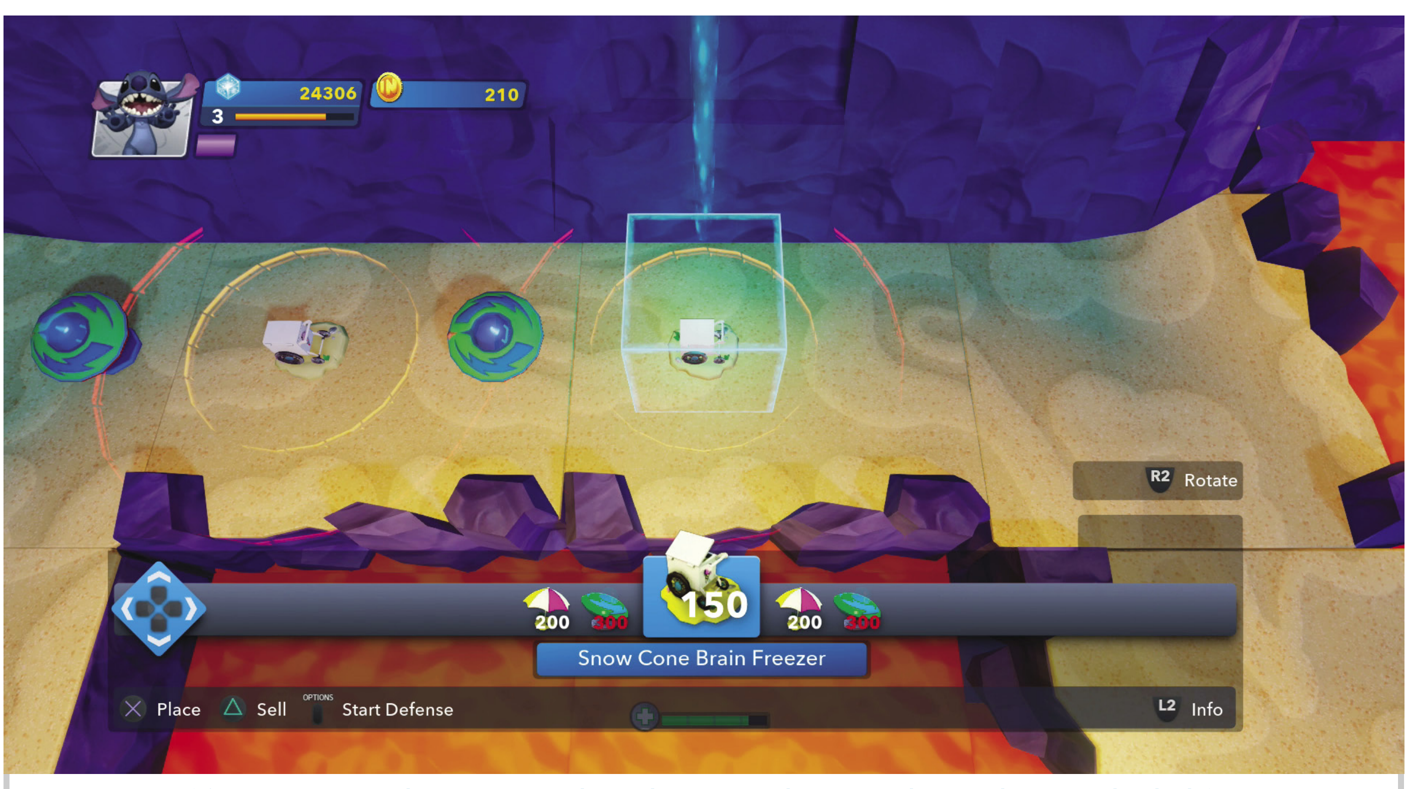
Tip

Grab the townsperson close to the ducklings and throw him through the doorway to safety. However, the other two are tough to get to. You have to jump over lava and across moving conveyor belts to get to them and then back across to get to the doorway. If your character falls into the lava, he or she is out for the rest of this level. Plus it can take some time to get this—time that the ducklings can come under attack. So you may consider just leaving those two townspeople alone for this level.



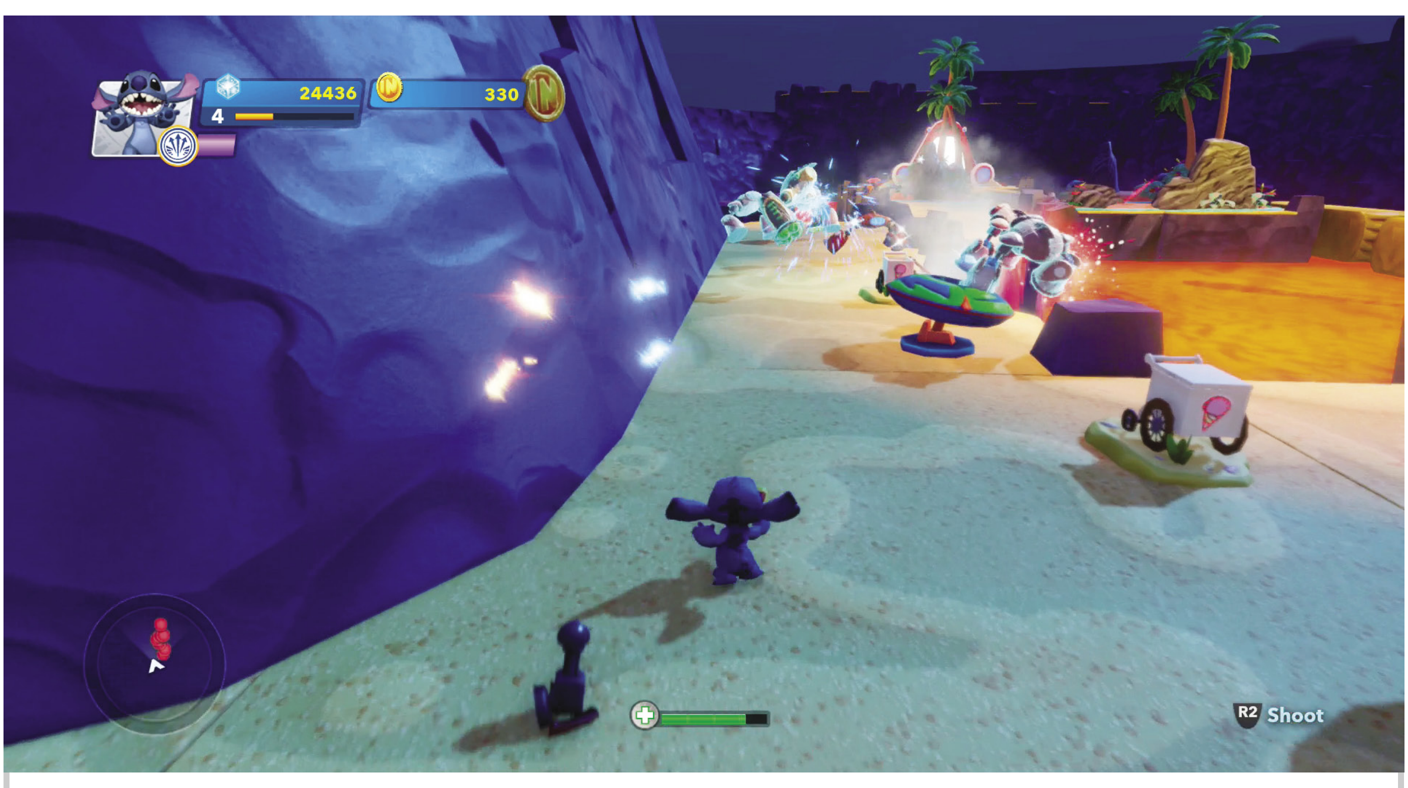
The enemies from the closest enemy door are the first threat you need to eliminate.

After the first wave, spend your money on more traps. However, begin concentrating them along the narrow pathway between the ducklings and the far enemy door. You then focus on fighting off the enemies from the closest enemy door with a few defenses near the ducklings. By the time you have finished them off, you can turn your attention on the attacks from the other enemy door, which have been delayed and weakened by your traps.



Position most of your defenses along the pathway from the enemy door farther from the ducklings.

Waves 2 and 3 add some larger collectors as part of the attack. Again, focus on the attacks from the close enemy door and then deal with the other attacks. As you add more traps to that side, you will find that there are fewer enemies getting through and that they are taking longer to get to the ducklings.



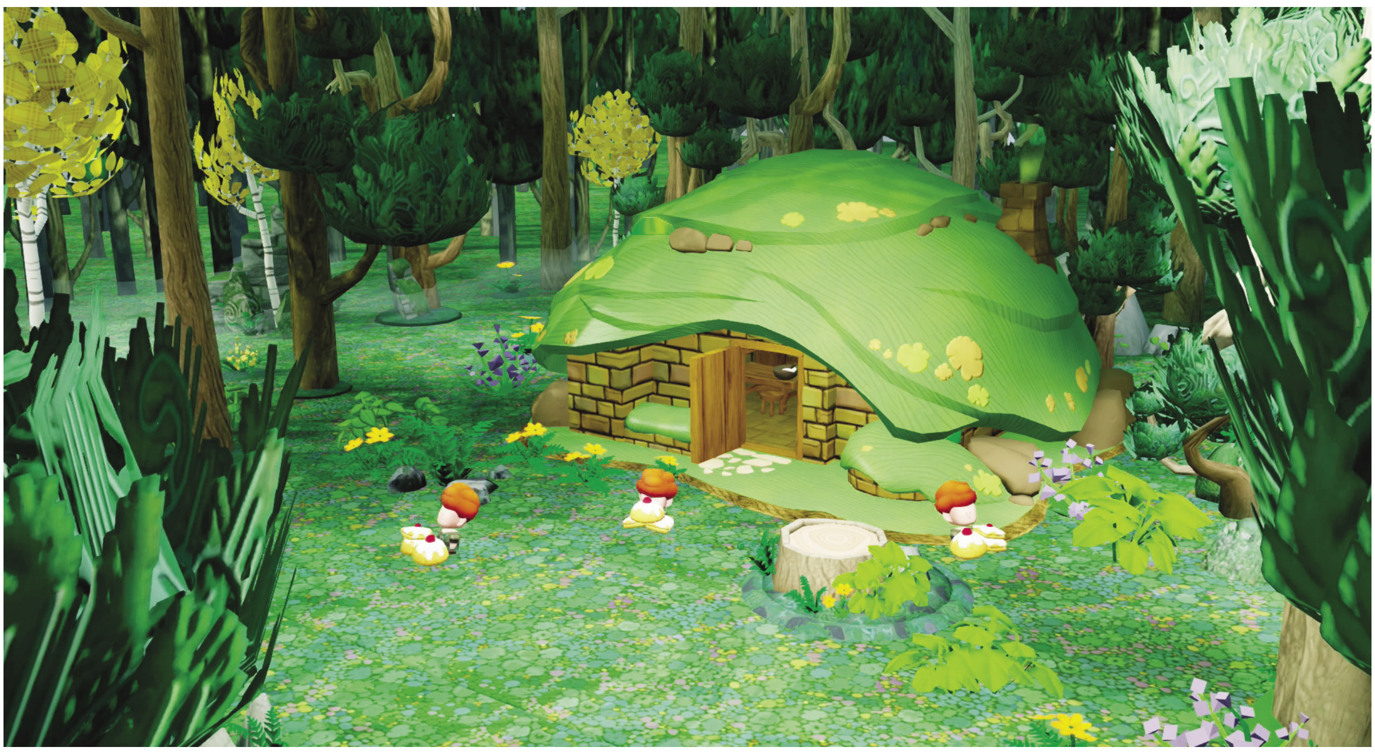
Brain freezers can stop an entire group of enemies. This is a great chance to move in and finish them off before they thaw and renew their attacks.

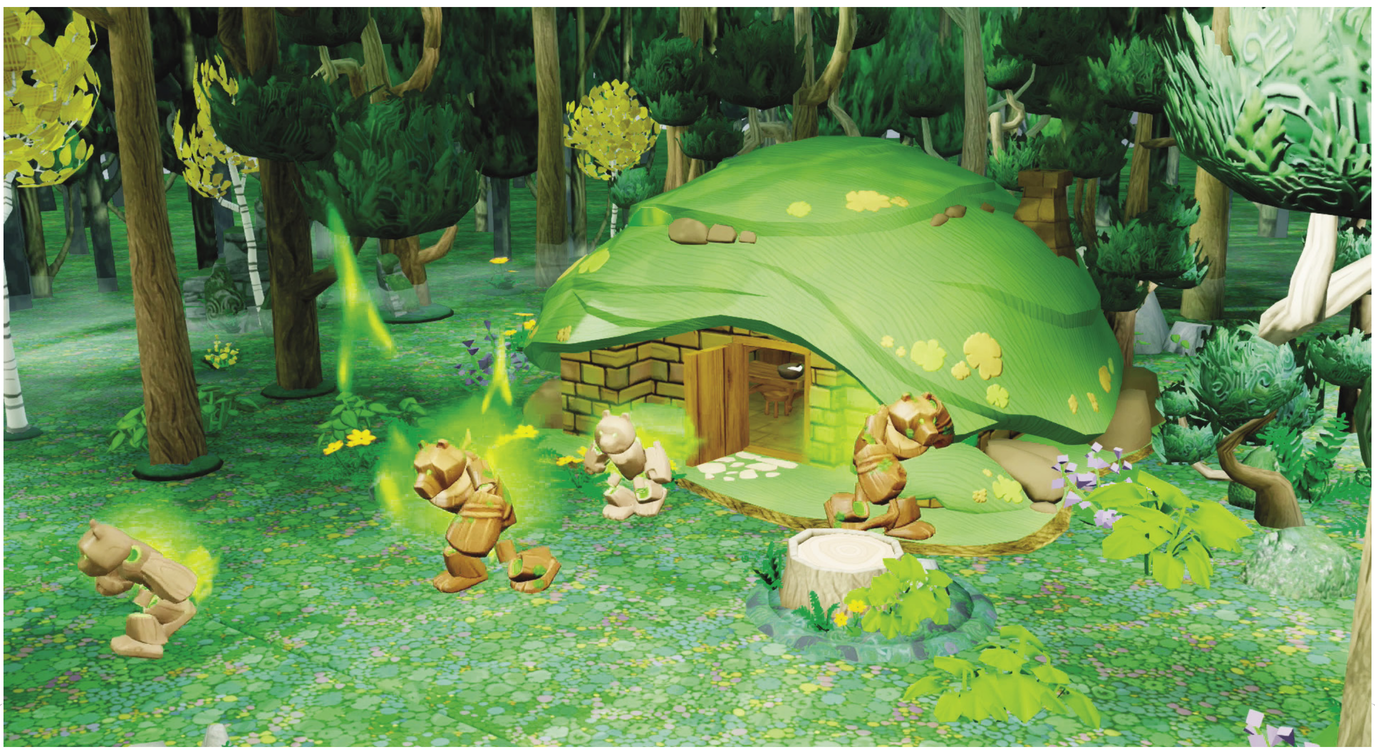
The LT-422s begin attacking the last few waves. Plus you have more medium collectors and lots of small collectors. Use the same strategies as before and you will be fine. Load up on shooters around the ducklings if you have already saturated the pathway with traps. In the final wave, the enemy sends lots of medium collectors to try to occupy you while smaller collectors rush in behind and try to get past you. Defend near the ducklings to prevent the enemy from attacking it. Defeat all the enemies and victory is yours.

Brave Forest Siege strategy and tips

Brave Forest Siege

Brave Forest Siege is another of the Toy Box Games included with *Disney Infinity: Toy Box 2.0 Edition*. To play it, just place the hexagonal Power Disc onto the Disney Infinity base and you gain access to this game. Brave Forest Siege is essentially a Toy Box dungeon crawler with a theme from DunBroch and the movie *Brave*.

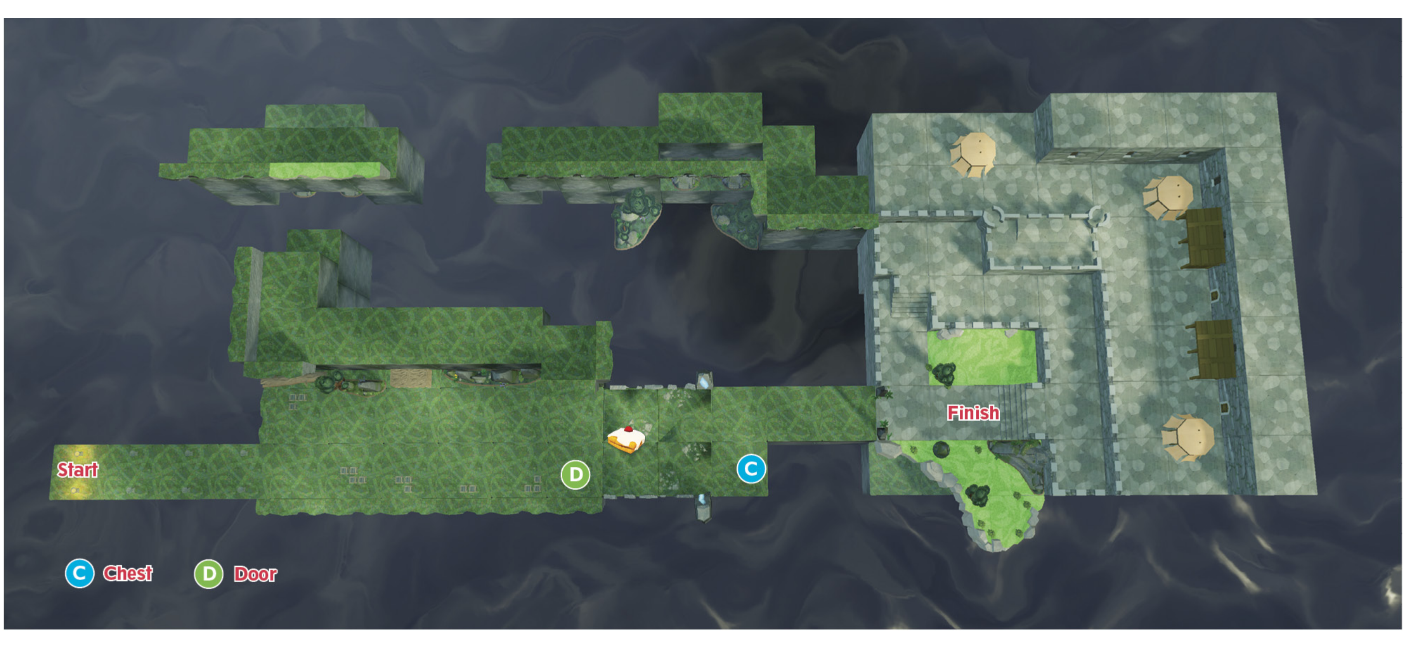




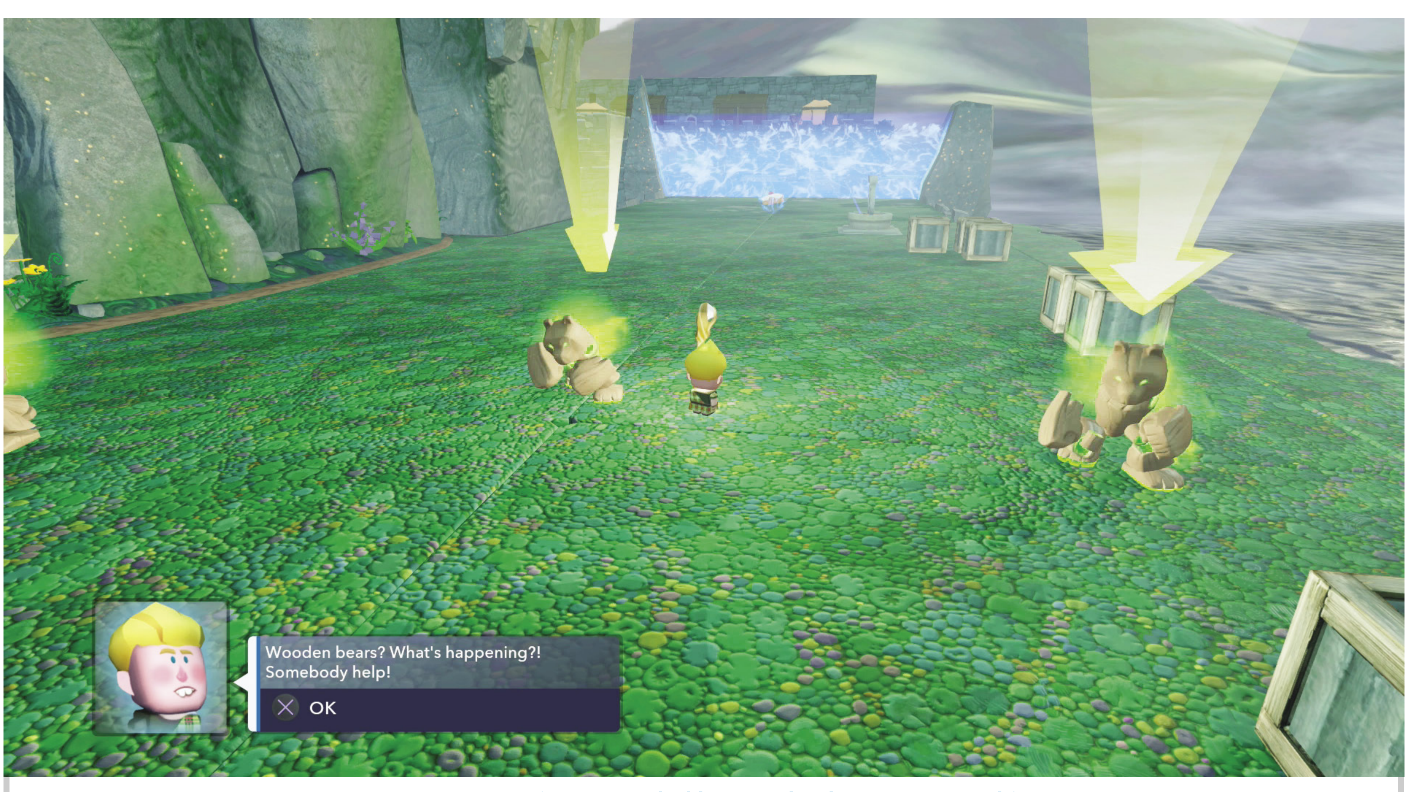
Merida's brothers, the Triplets, have stolen cakes from the Witch. She is not very happy about this and sends out her wooden bear carvings to go after the boys as well as the cakes. Your character must go out into the forests of DunBroch to collect the cakes for the Witch to save Harris, Hubert, and Hamish from the Witch's wrath.

Brave Forest Siege strategy and tips

Getting Started



When you play Brave Forest Siege for the first time, you are put right into the introduction level. This is a tutorial to help you learn how to play the game. You start off right in the middle of the forest. As the character you have selected, and placed on the Disney Infinity base, you have to save a townsperson as your first mission. After learning the controls from the on-screen instructions, move forward and defeat three wooden bears.

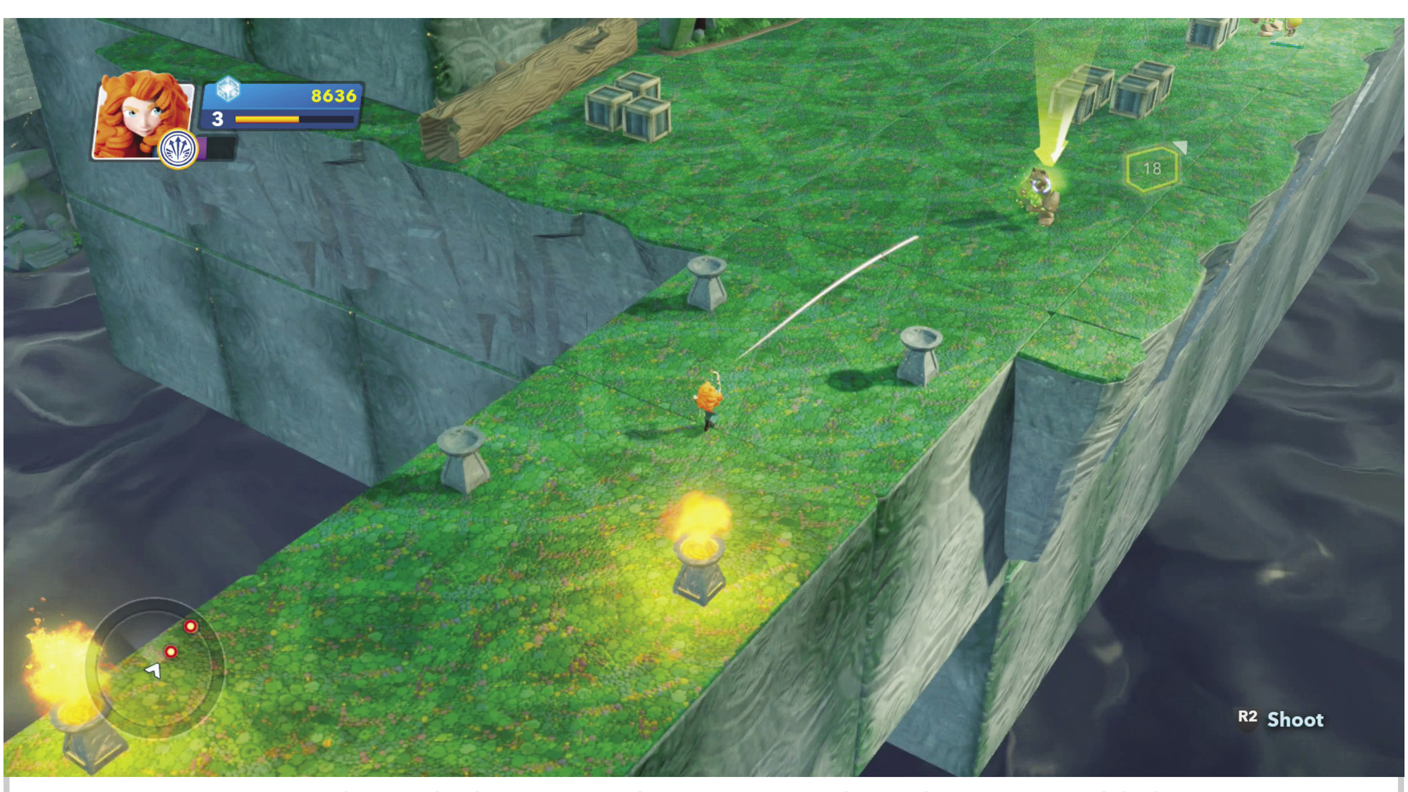


Wooden bears? What's happening?! Somebody help!

A townsperson is surrounded by wooden bears. Go save him.

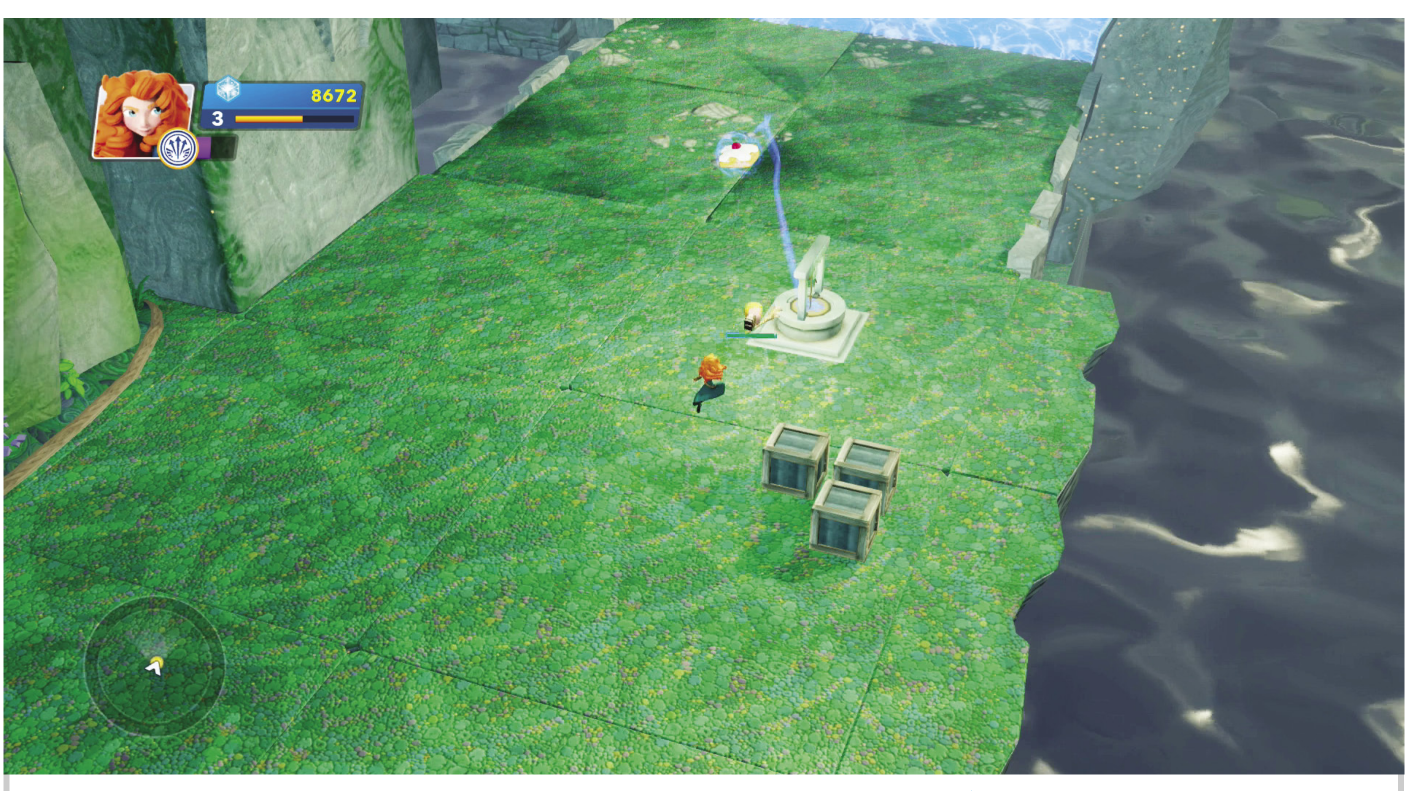
Tip

One of the cool features of this game is the ability to zoom the view in and out. Since these levels are huge, and some enemies have ranged attacks, it is a good idea to zoom out as you move about, then zoom in during combat if needed.



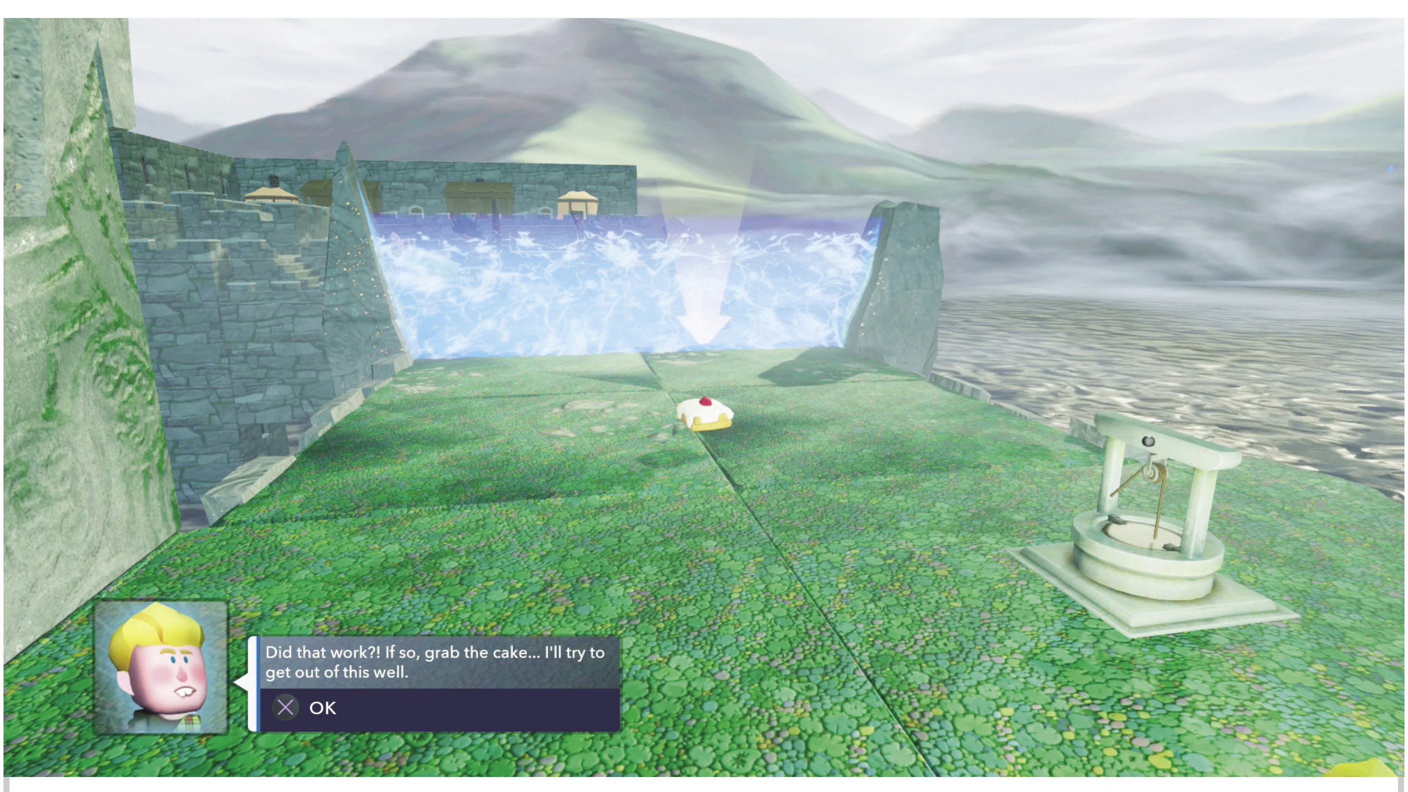
Go after the wooden bears to save the townsperson who will become your sidekick.

After defeating the wooden bears, the townsperson becomes your sidekick. A sidekick can be very useful in this game. They follow you around and will automatically attack enemies. In addition, they can get into small spaces and find items or complete tasks. Shortly after gaining your sidekick, you need to use him to help remove a spell. Pick him up and throw him through a door in a well. He then removes the spell protecting a cake, which you need to continue.



Pick up and throw sidekicks into these doors to do things you can't do on your own.

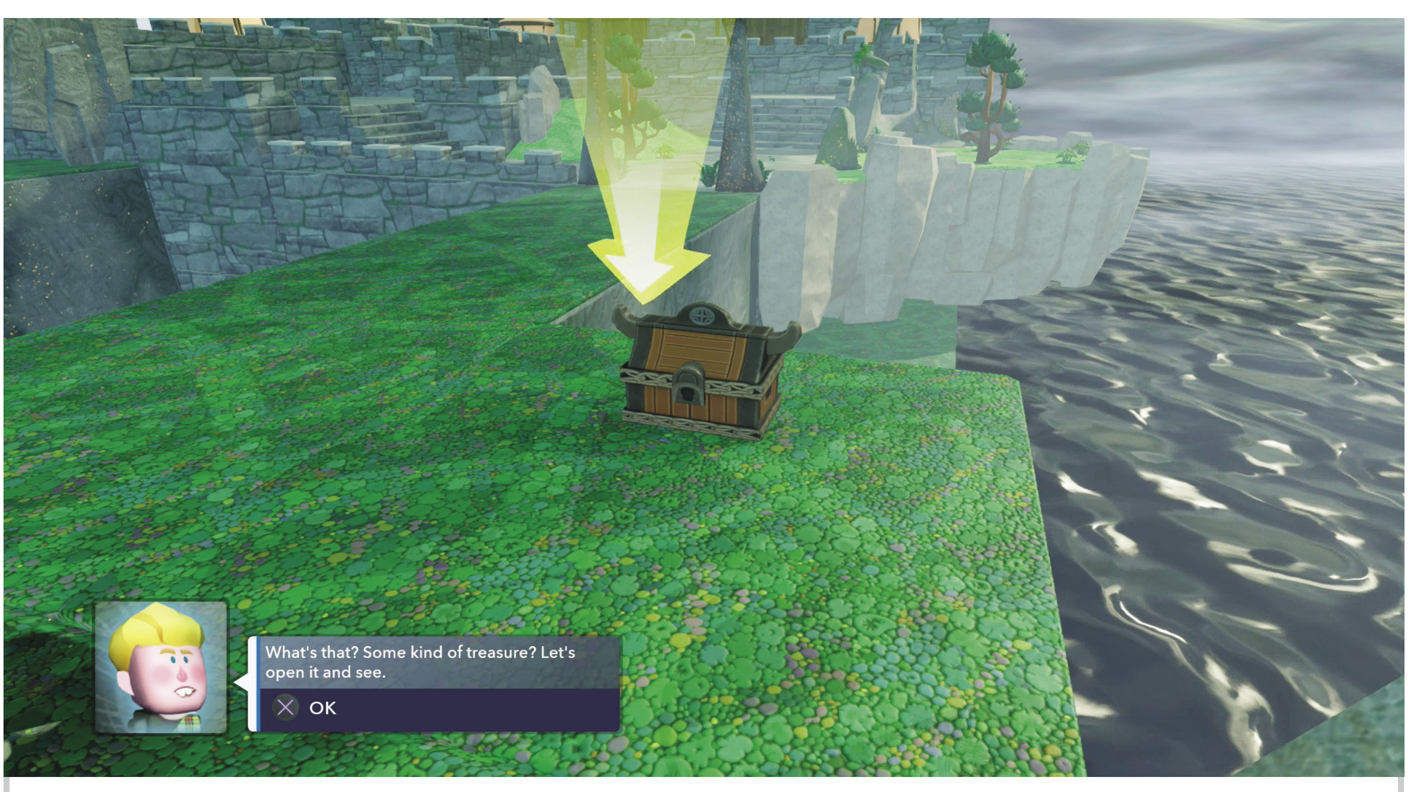
The Witch has placed magical barriers in the forests. Therefore, in order to advance through the forest, you need to find her missing cakes. Most are protected by some sort of spell. You need to figure out how to remove the spell in order to get them. Your sidekick can come in handy like he did for the first cake. Walk over to the cake and the magical barrier blocking your path will be removed and you can continue.



Did that work?! If so, grab the cake... I'll try to get out of this well.

Look for these cakes to remove magical barriers. Most are protected by spells that you must find a way to remove.

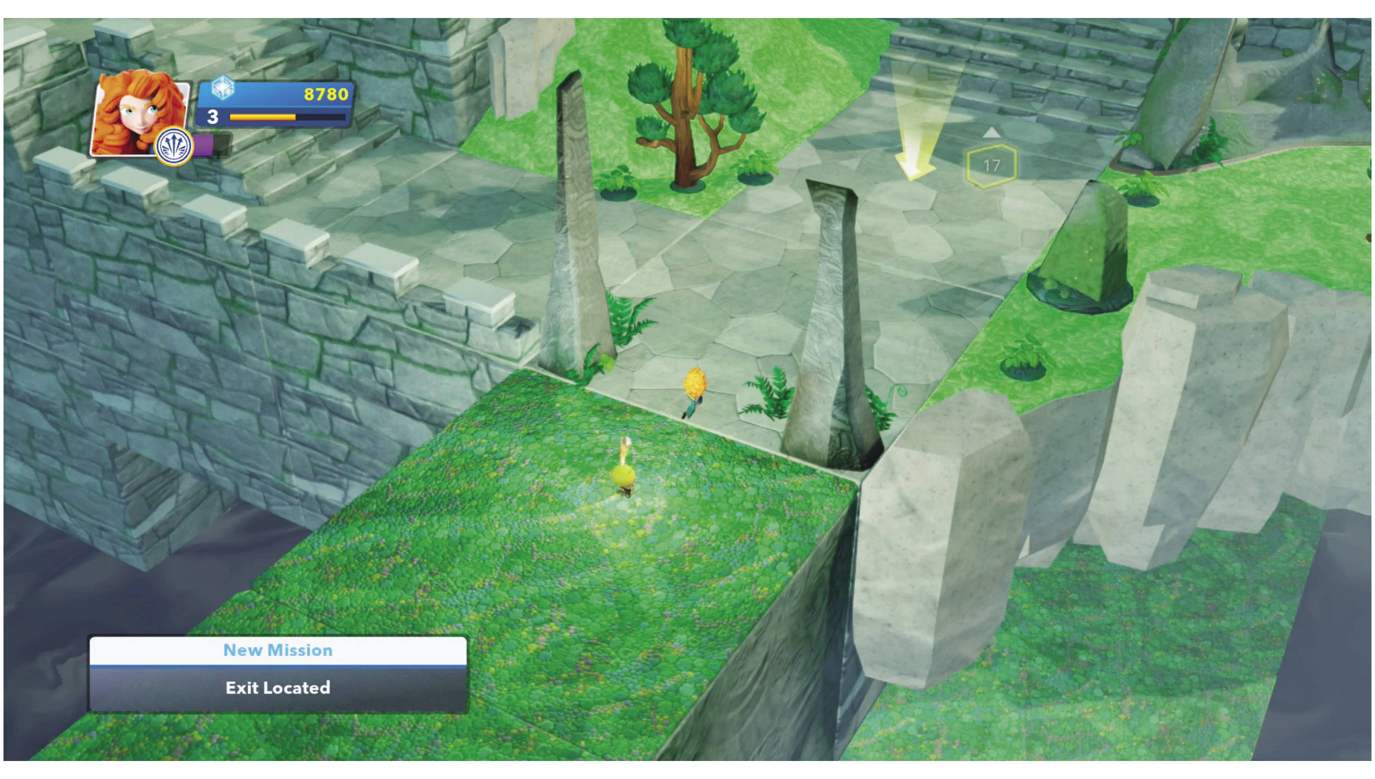
As you are advancing through the forests of DunBroch, you can find loot chests. Attack them to break them open and you receive some type of loot for your sidekick or even Sparks. Collect all of the loot that you can find and then you are awarded it at the end of the level. There are different types of loot, which you can use to outfit your sidekicks. These loot chests are scattered about the forests and are often not on the direct route to your objectives. Therefore, you need to do bit of exploring to find them all.

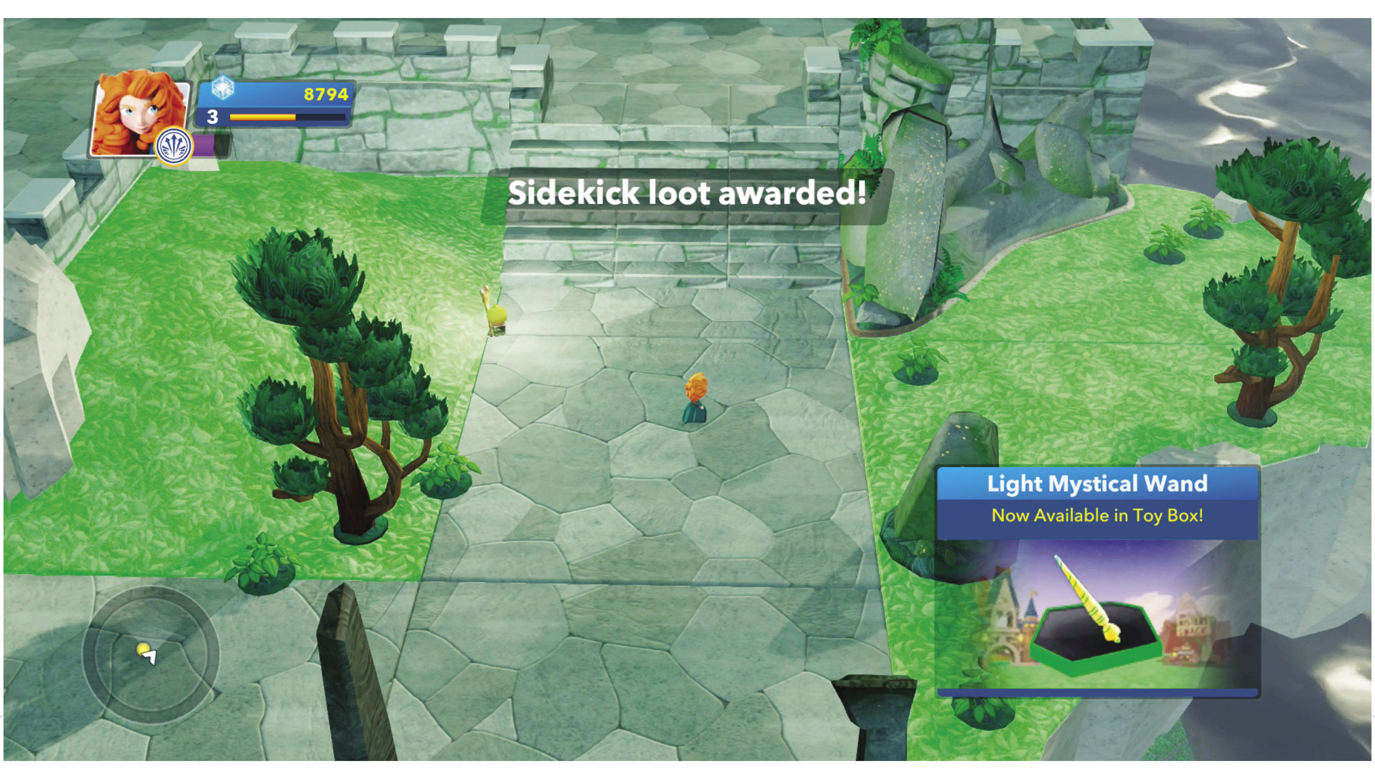


What's that? Some kind of treasure? Let's open it and see.

Look for these loot chests and break them open to find some sidekick loot.

Your goal for each level is to find the cakes and get to the exit. Once you have removed the magical barriers in your path and made your way clear across the level, you come across a stone gate leading to a castle. This is the exit and represents the end of the level. Walk through the gate and all of the sidekick loot you have collected will be unlocked and awarded to you. Finally, walk through the magical portal to exit the level.



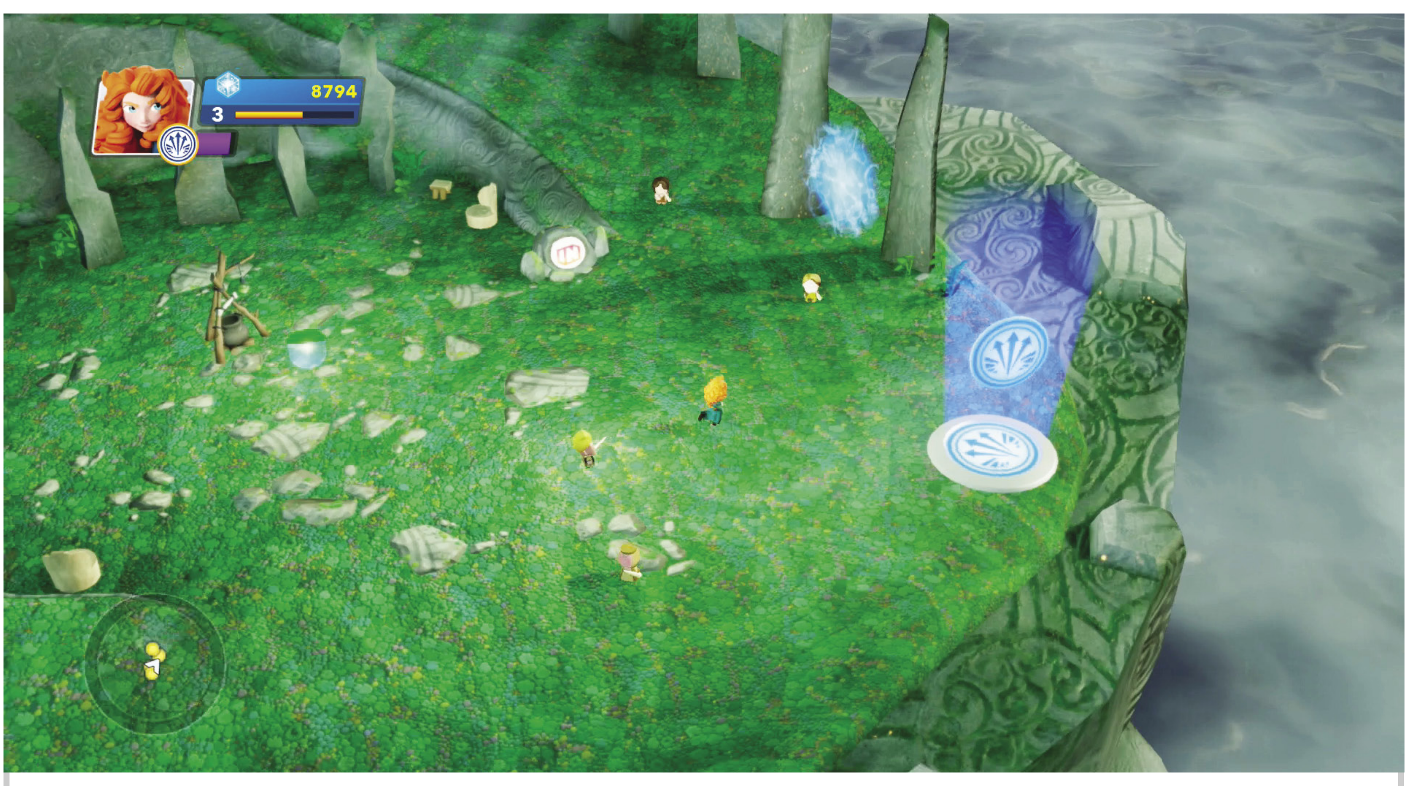


Pass through the exit gate at the end of the level and then all of the sidekick loot you collected will be unlocked.

Brave Forest Siege strategy and tips

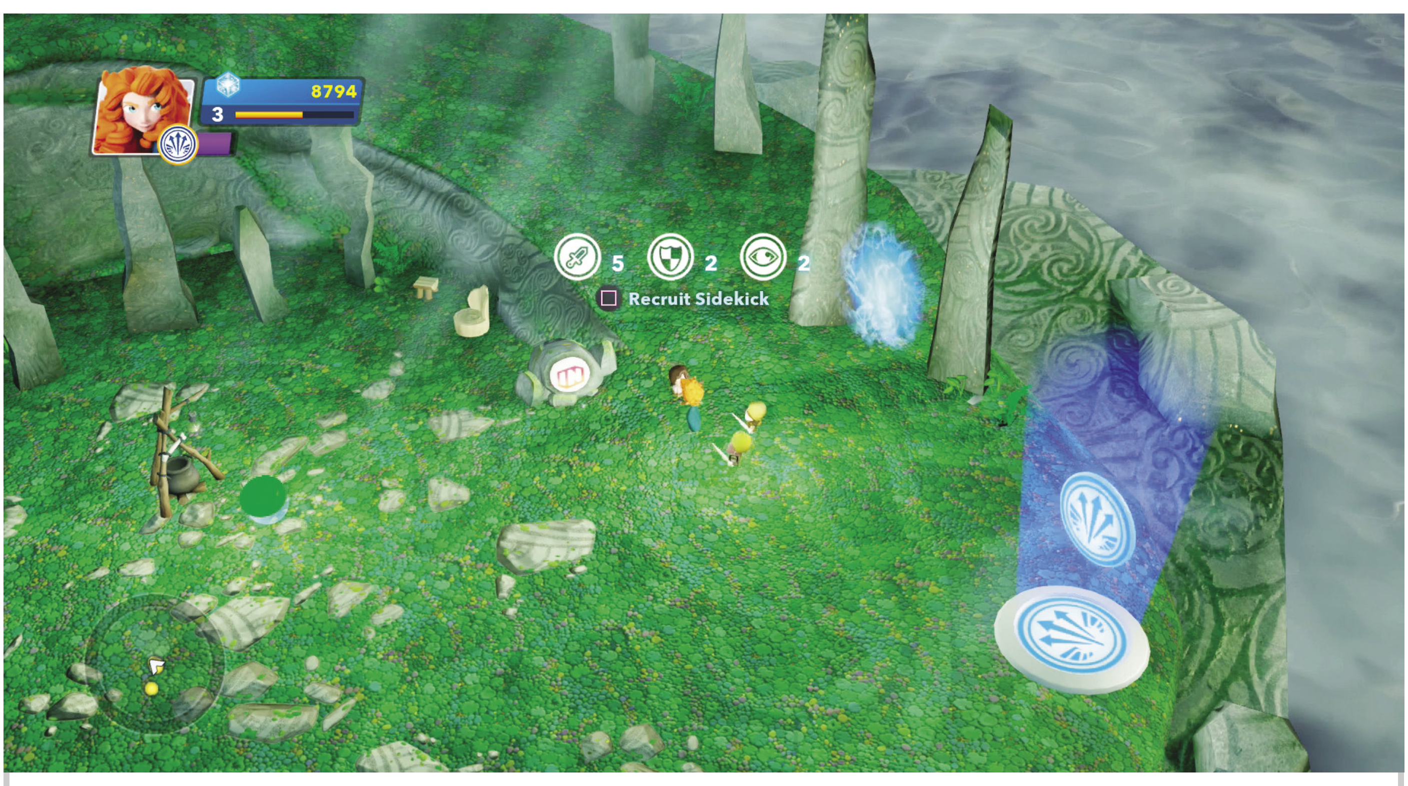
The Hub

Once you complete the tutorial level, the portal brings you to the Hub. At this location, you can do several different things. First you can recruit a sidekick. There are several of these wandering around the Hub area. Once you find a suitable sidekick, you can outfit them. Then you can enter one of the doors to explore one of the different parts of the forest.



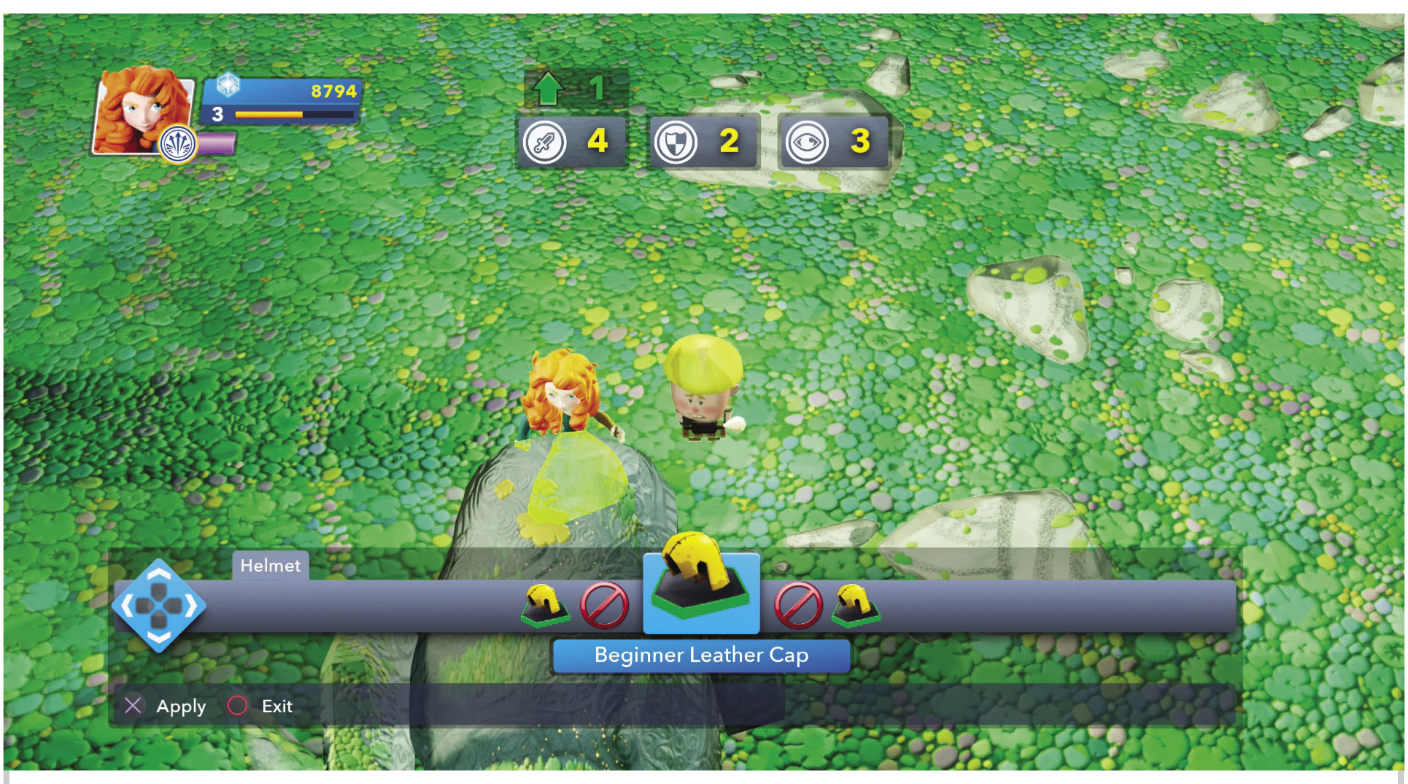
The Hub is where you pick and outfit sidekicks to help you explore the forest to find the cakes for the Witch.

There are several different sidekicks in the Hub. As you approach one, the sidekick's stats will appear over his or her head. Each sidekick has three different stats that consist of an icon and a number. The sword icon and number show you how much damage or healing the sidekick can inflict. The shield icon and number indicate how much damage the sidekick can take before passing out. Finally, the eye icon and number represent the sidekick's ability to uncover hidden secrets and enter doors.



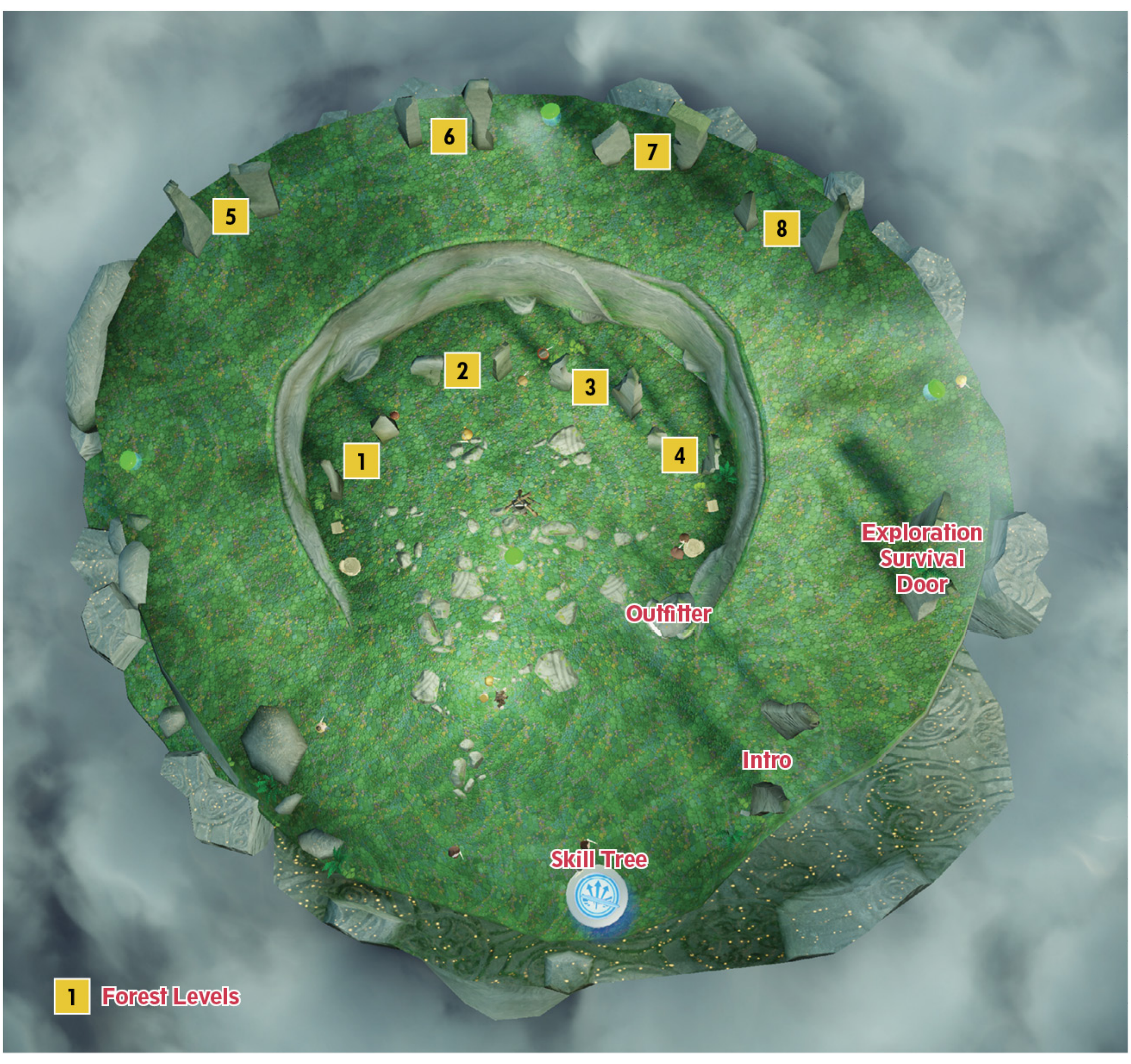
Check out the values of the sidekicks. Recruit one with a good balance of statistics.

Once you have recruited a sidekick, it is time to outfit your new friend. Walk over to the sidekick outfitter and activate it. Here you can assign your sidekick a helmet, a weapon, and some armor. As you explore the forest and open up loot chests, you will unlock more equipment for outfitting your sidekick. The equipment can boost one, two, or even three of your sidekick's statistics and make them more effective.



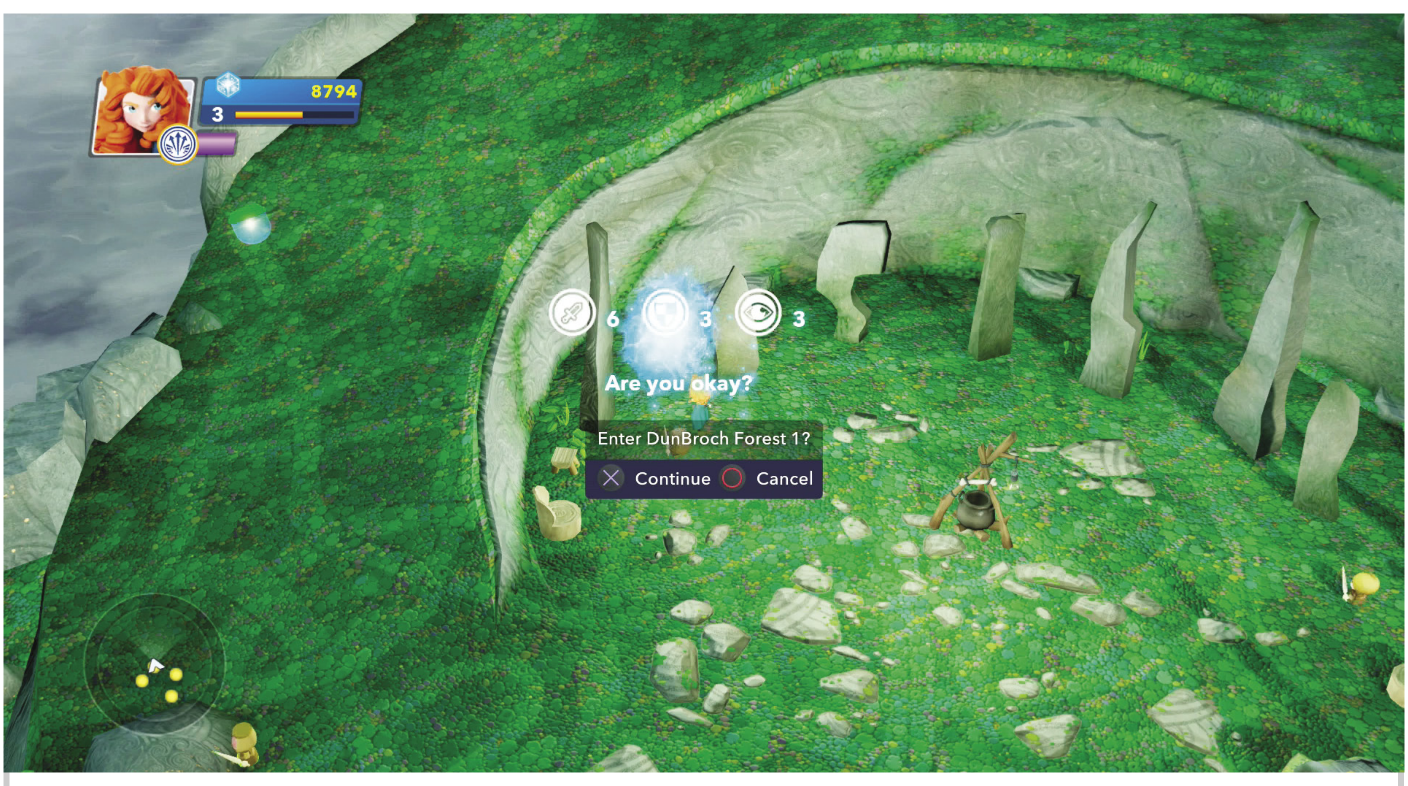
Outfit your sidekick with the loot you have collected while exploring.

Now that you have a fully outfitted sidekick, you are ready to explore the forest. After finishing the tutorial, the doorway to DunBroch Forest 1 is unlocked. After you complete that forest, you unlock the doorway to the next forest. You must explore all eight forests to find all of the Witch's cakes.

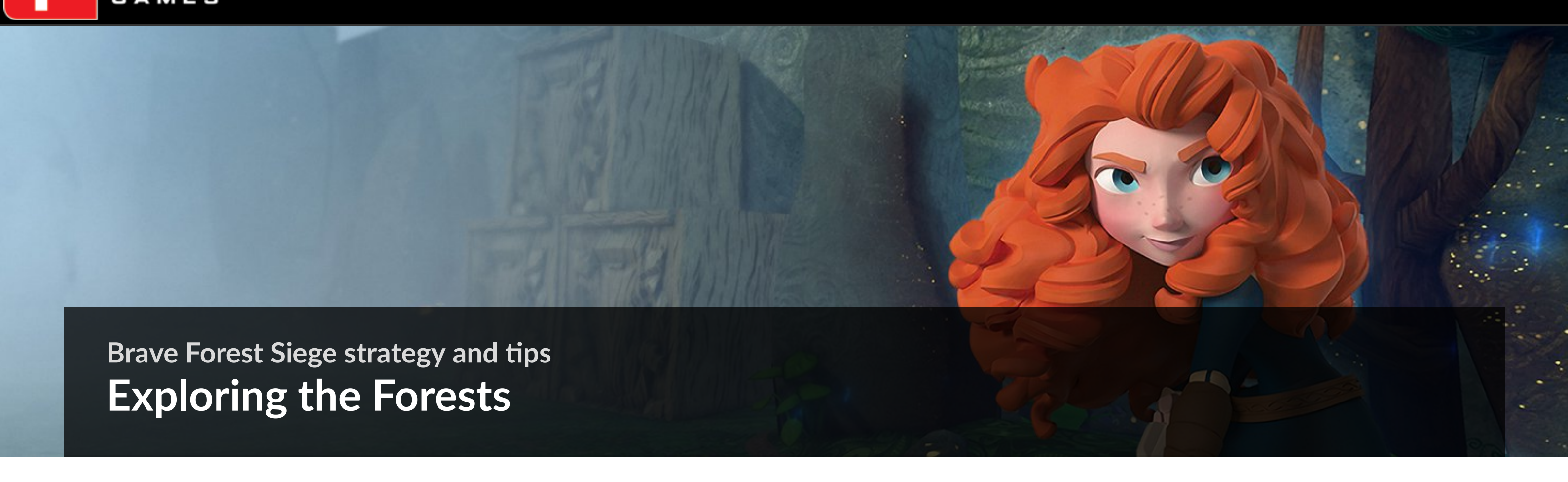


Tip

There is a Skill Tree pad located in the Hub. After leveling up your characters while exploring the forests, be sure to spend those skill points to make your characters more powerful and to unlock some new moves or attacks.



Enter the doors that you have unlocked to explore the eight forests. Find all of the cakes in each of the forests so the Witch will leave the Triplets alone.



Brave Forest Siege strategy and tips

Exploring the Forests

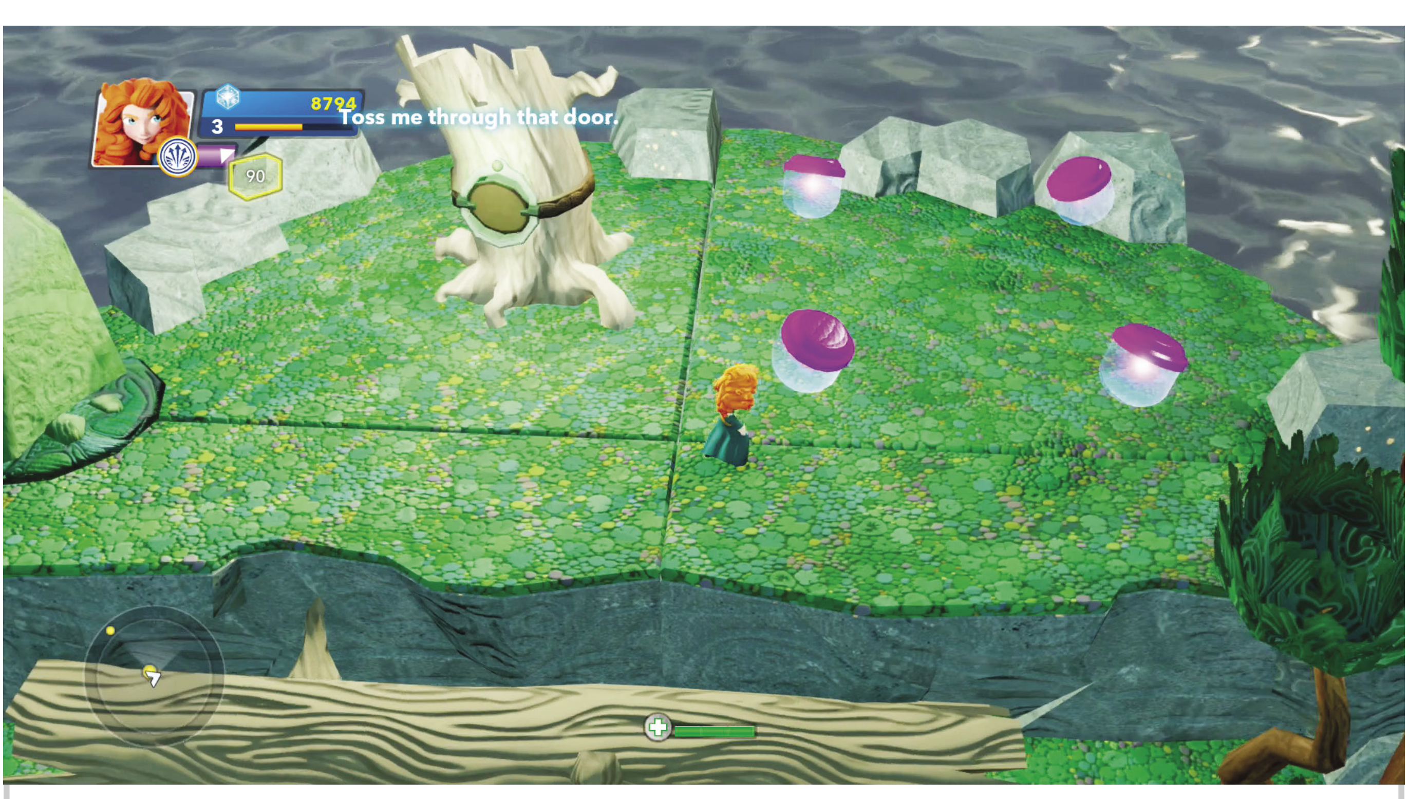
The main part of the game consists of exploring the forests. Your objectives in the forests are to collect cakes, get to the exit, and find as much loot as possible. In order to get through each forest, you need to find several cakes in order to remove the magical barriers that block your progress. Along the way, defeat a lot of enemies to earn all colors of Sparks.

ENTRANCE AREA

When you first enter a forest you are in an entrance area. There is a sidekick outfitter here in case you want to make any last-minute equipment changes, plus there are doors for throwing your sidekick into and Spark capsules lying about. Look around this area and get some goodies while you wait for the level to be created.

Tip

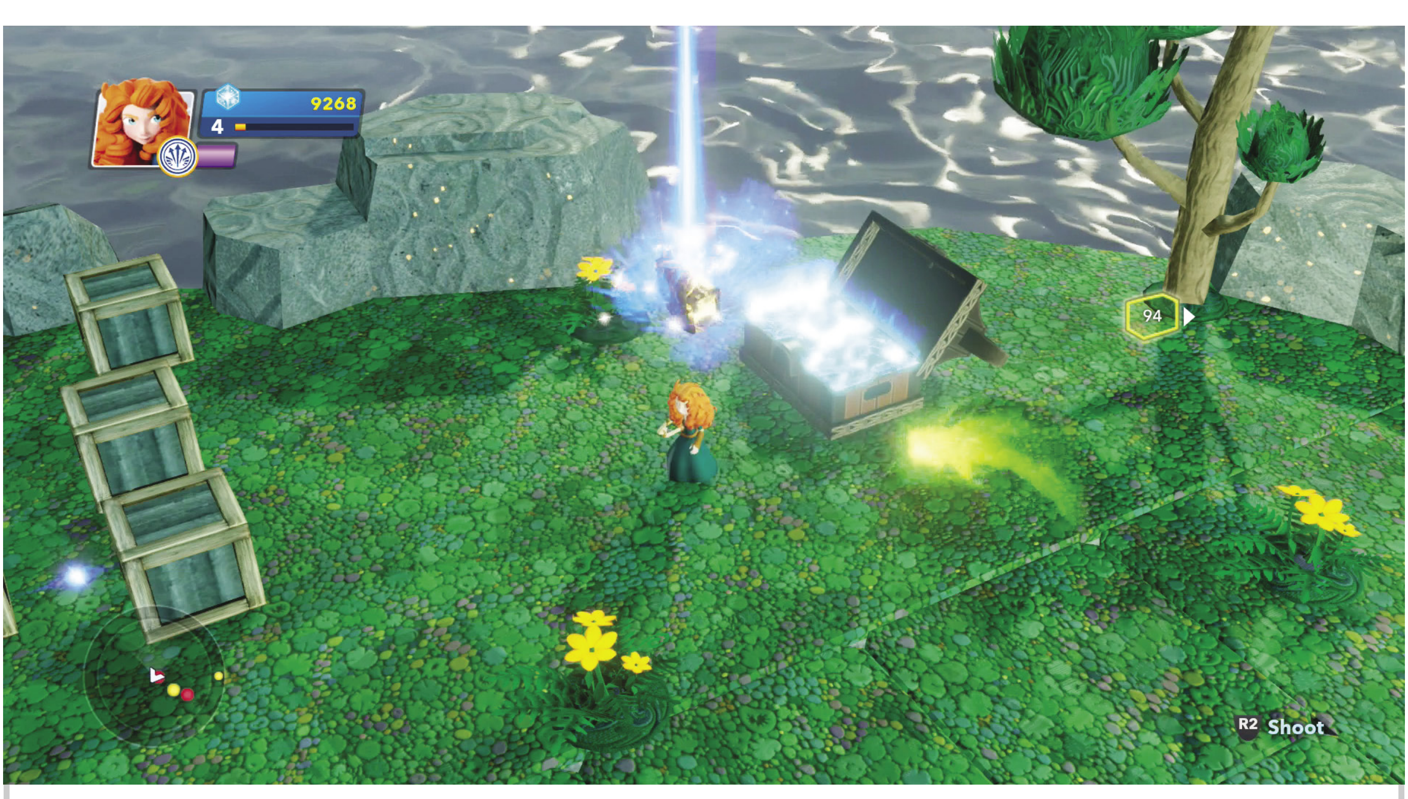
If you have a new character and want to level them up quickly, use that character to play the first forest of the Brave Forest Siege. You fight a lot of enemies and can easily level up a couple times while also earning blue Sparks for purchasing toys in the Toy Store.



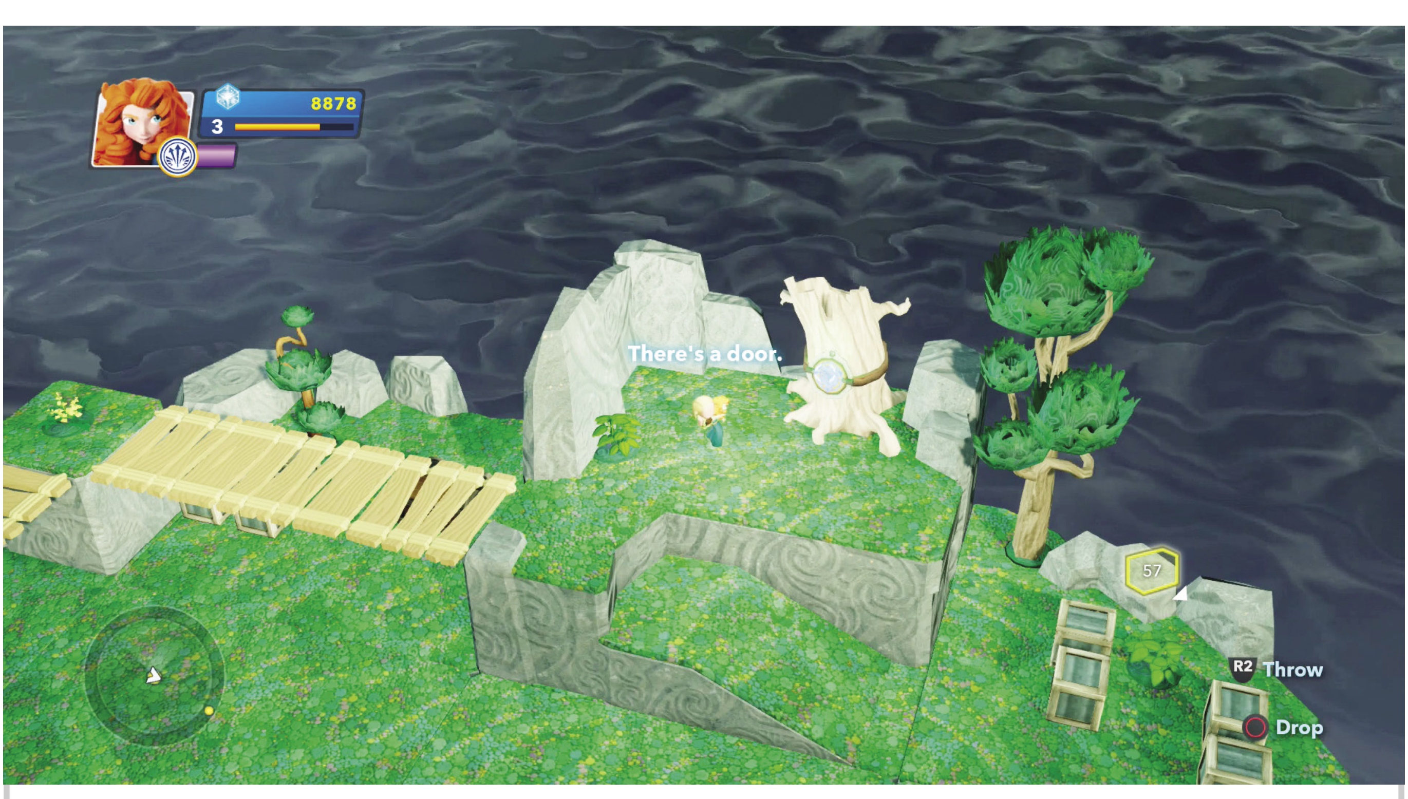
The entrance area can be explored for some Sparks while you are waiting to begin.

EXPLORATION AREAS

Each of the eight forests is divided into several parts or areas. While some of these areas are constant each time you play that forest, there are also randomly generated exploration areas. It is in these exploration areas that you can find doors located in wells and trees into which you can throw your sidekick. Inside, your sidekick can find Spark capsules, loot, and even an enemy! The exploration areas also contain loot chests. Open these up with a melee attack. Most contain some sidekick loot. However, occasionally you get some Sparks instead. It is not necessary to explore these exploration areas. While you do have to move through them to advance through the forest, there is a direct route to the areas where the cakes are located.

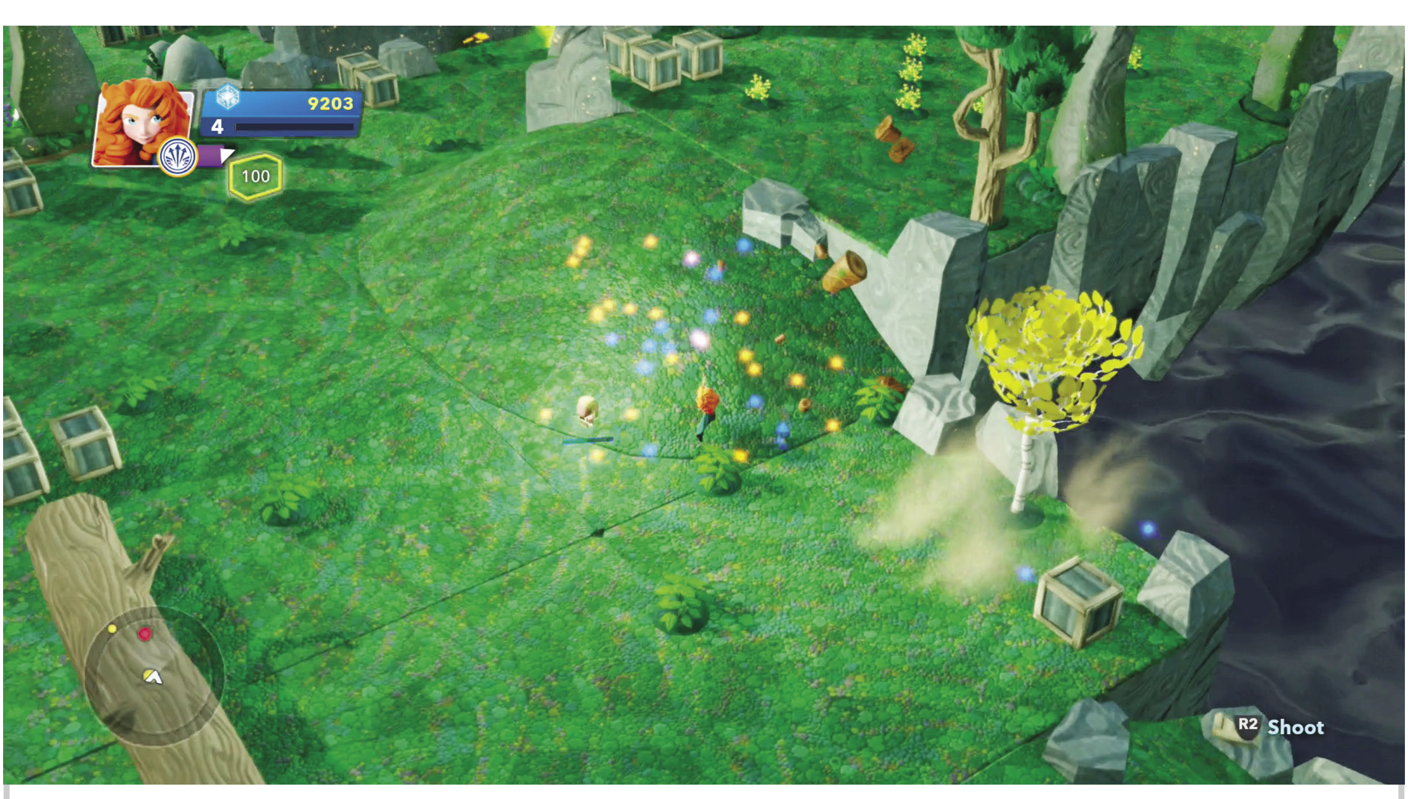


Look for loot chests. Hit them with a melee attack to open them and then collect some sidekick loot or other goodies.

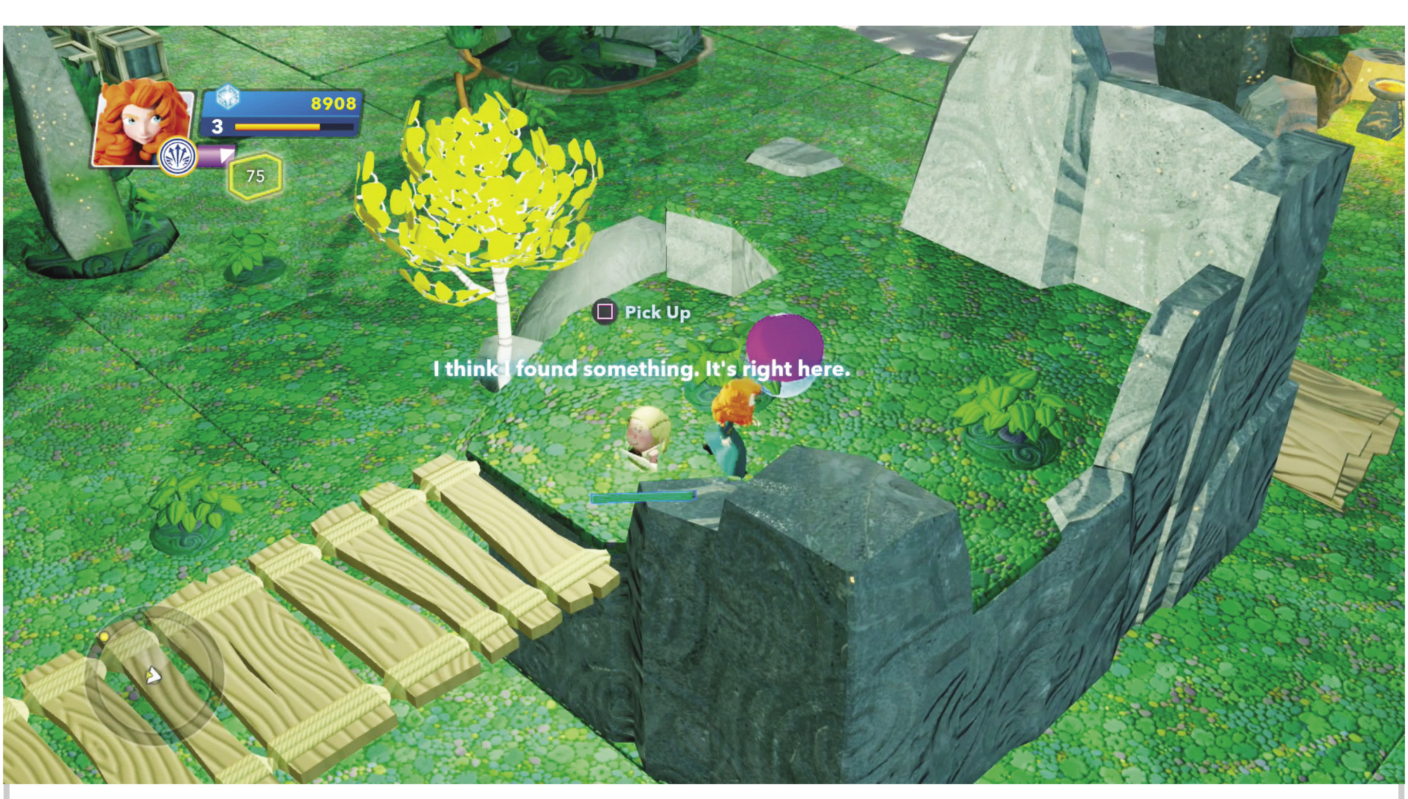


Doors can be located in the sides of trees or in wells. Throw your sidekick inside to find Spark capsules or on occasion even some sidekick loot. Your sidekicks cannot enter some doors if their search stat is not high enough. The sidekick will let you know which doors he or she can enter.

A yellow hexagonal icon appears on the screen showing you the direction of your next objective. When you first leave the entrance area, your first objective is to get to area A of the forest. You can follow the objective icon or spend some time exploring and getting not only loot for your sidekicks, but also gaining Sparks. The exploration areas are filled with opportunities for all colors of Sparks. As you defeat enemies, orange Sparks can be collected—along with other colors as well. The orange Sparks provide experience for your characters. Therefore, if you want to level up your characters so you can purchase some new skills for them, be sure to explore and defeat enemies. Blue Sparks also come in handy since you need them for toys in the Toy Store. In addition to finding goodies inside doors, your sidekick can also find Spark capsules throughout the forests. He or she will let you know they might have found something; follow your sidekick and they will take you to a place where a Spark capsule then appears. The higher the sidekick's search level, the more likely they are to find hidden capsules.



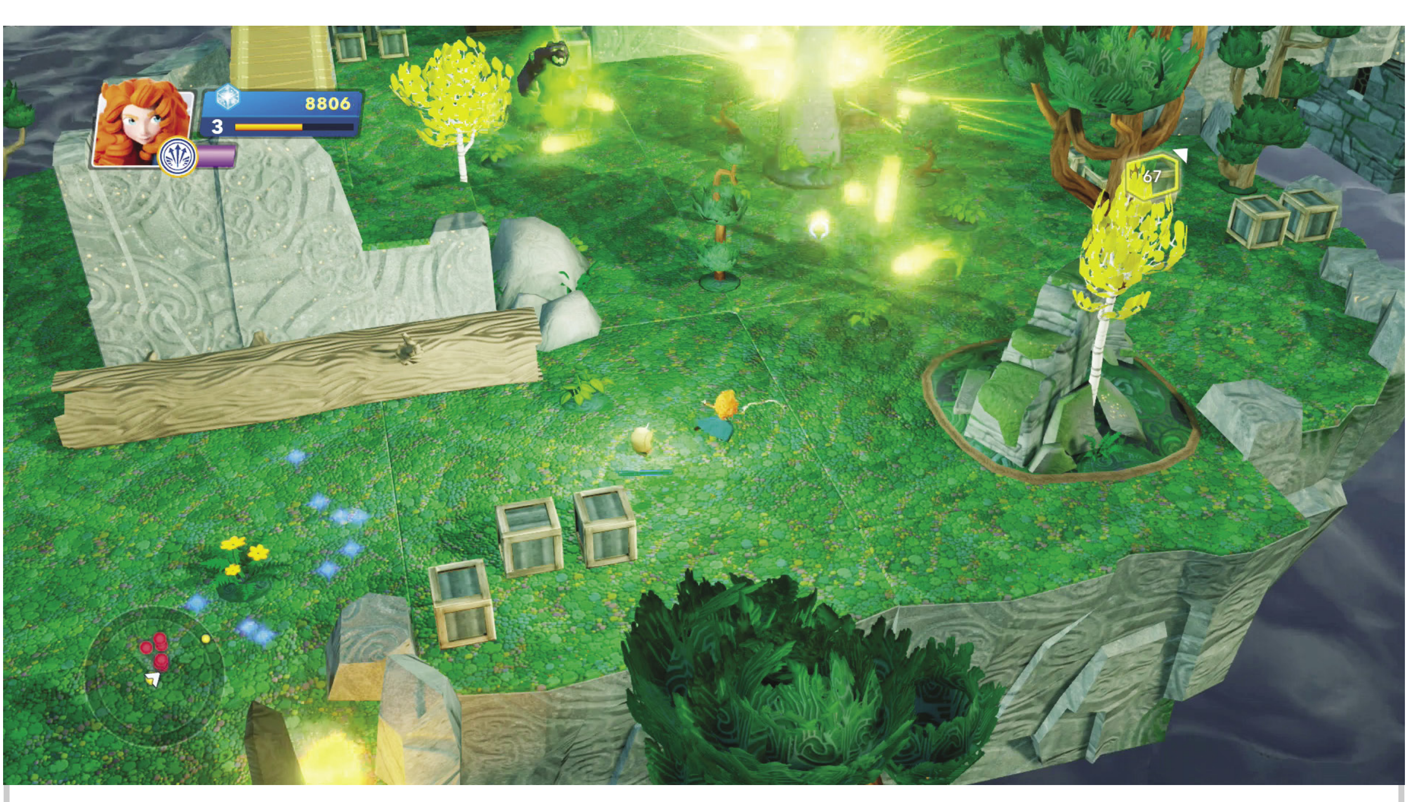
Collect all the Sparks you find by defeating enemies.



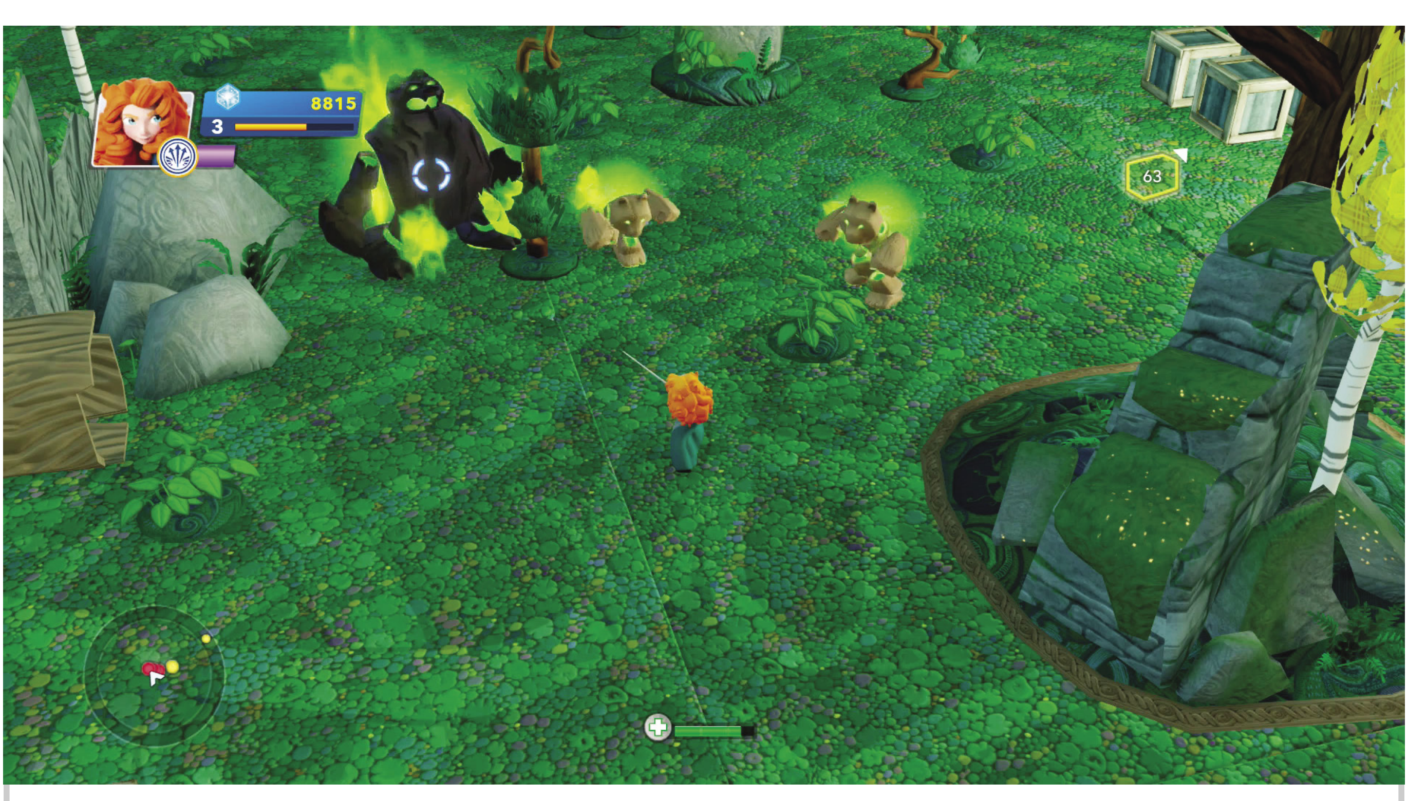
Sidekicks can find hidden Spark capsules throughout the forests. Be sure to follow them when they tell you they found something.

ENEMIES

The Witch has sent her wooden bear carvings and other creatures out into the forests. Even though you might be trying to help the Witch by searching for the cakes, these enemies still attack you. They are not roaming around the forest. Instead, as you move through the forests, they magically appear. Look for greenish lights, which signify that enemies are spawning into the area. There are several different types of enemies. The Marsh Muck look like green fireballs. They are easily defeated, but often attack in groups. Try to destroy them with ranged attacks from a distance before they get in close to swarm your characters. The rest of the enemies are all the wooden bear carvings. The Pine Bear is the smallest and weakest. However, they usually spawn in groups of three or four. Bear Catapults are stationary turrets that launch projectiles at you that inflict damage. They are weak and easily destroyed, but can really hurt your characters if they are not destroyed quickly. The Oak Bear is the next most powerful enemy. It carries a wooden spear and a shield and has a rushing attack. A block breaker attack is useful when fighting this enemy because it likes to block your attacks with its shield. Next is the Swamp Bear. It has a jumping ground pound attack that sends out a green shockwave that damages any characters or sidekicks within its radius. Finally, the Mahogany Bear is the largest and most powerful. It has a ranged attack and can take a lot of damage.



When you see these greenish lights appear, get ready for an attack.



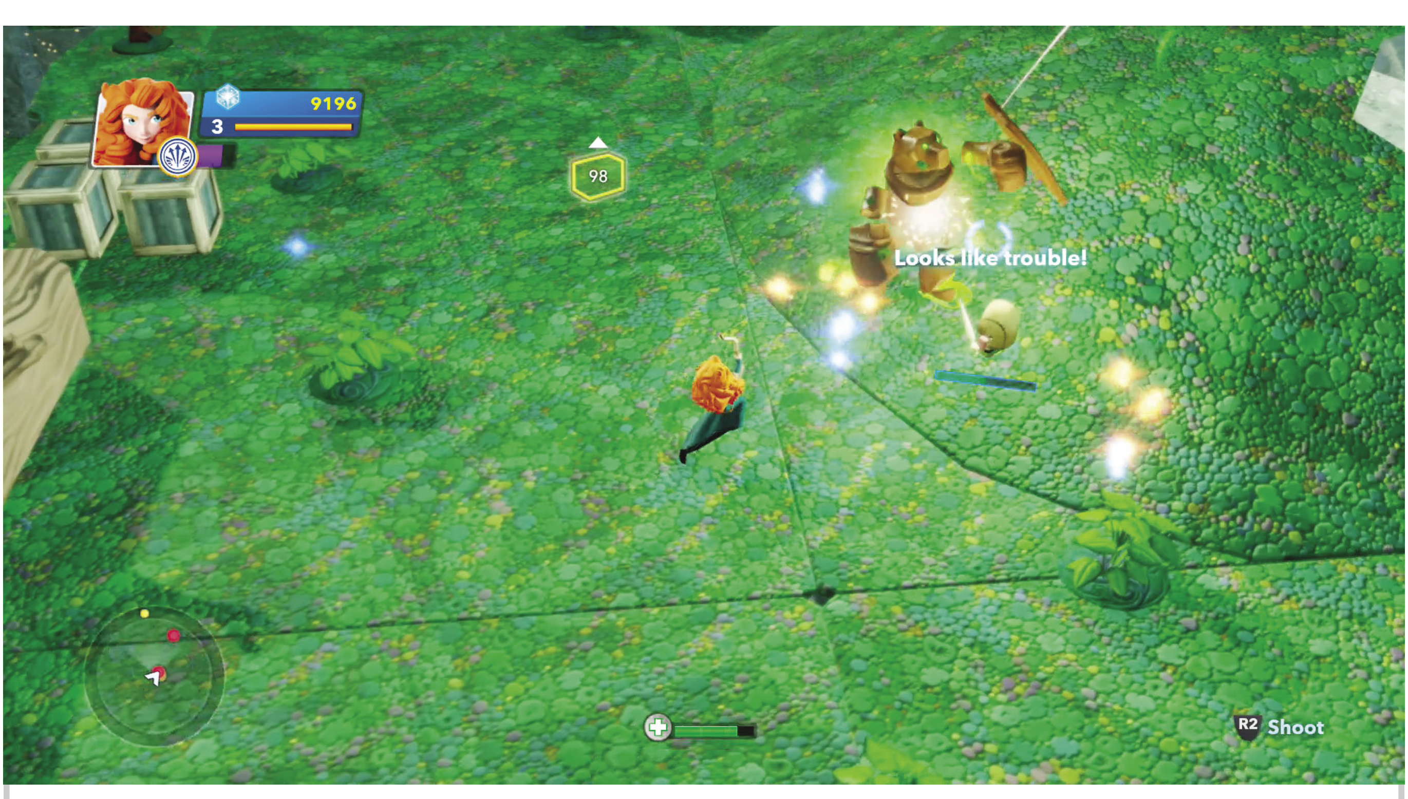
The forests are crawling with the wooden bears created by the Witch.

SIDEKICKS

Sidekicks are a great help. Not only can they help you find hidden capsules or go into doors too small for your character to fit through, they can also help you fight off enemies. In the sidekick outfitter, you can provide them with a weapon that increases the number next to the sword icon and allows them to inflict more damage. Sometimes a sidekick can take care of some of the weaker enemies such as the Marsh Mucks and leave the Sparks behind for you to collect. They can also help distract more powerful enemies. Sidekicks can also help heal you. That same number next to the sword icon represents their healing ability as well as their ability to cause damage. Unless your character has an ability or skill that allows them to heal themselves, keep your sidekick next to you to heal you and be sure to collect all the green Sparks you can.

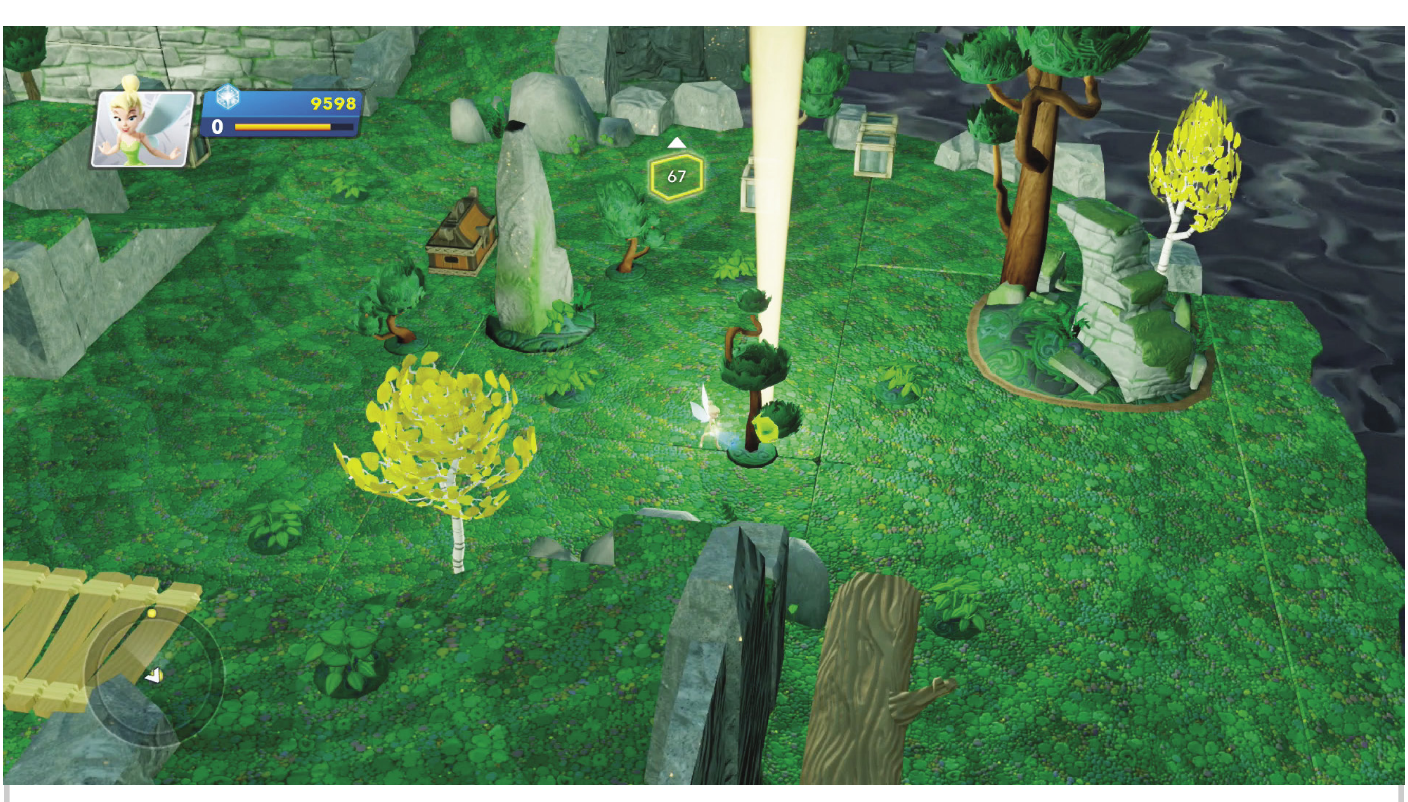
Tip

After completing a forest level and returning to the Hub, you can always select a new sidekick. More sidekicks are unlocked as you complete the levels, so be sure to see who is new after each exploration. Don't forget to outfit your new sidekicks with all of the loot you have collected before going back into the forests.



Your sidekick often rushes forward to attack the enemies.

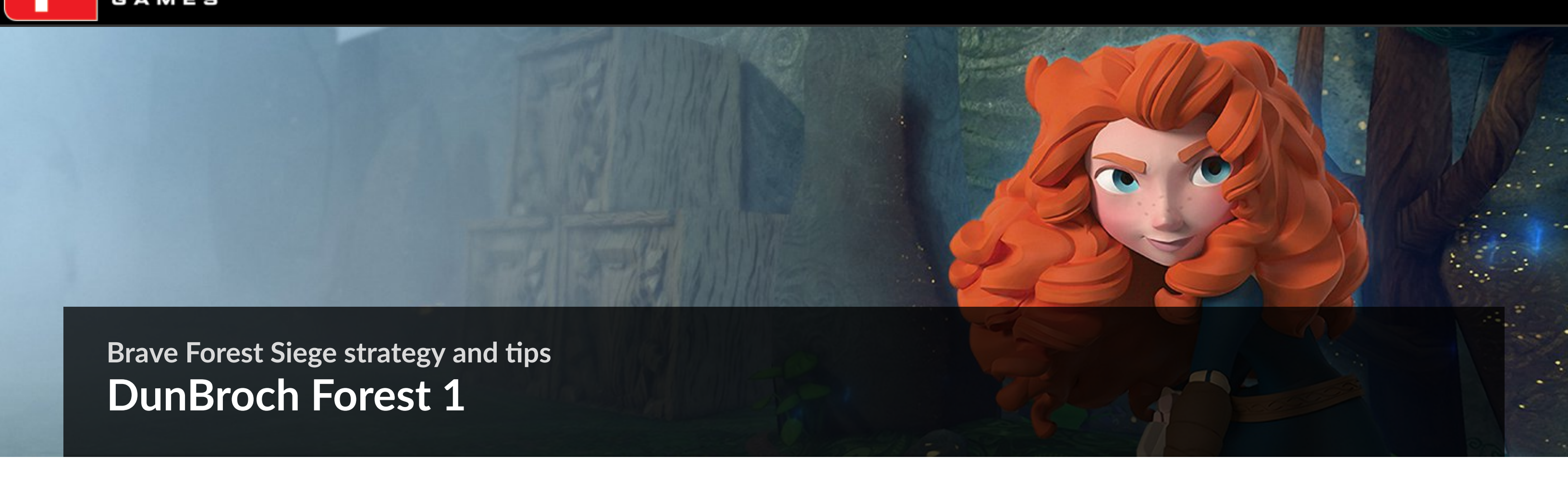
As you fight off enemies, if your sidekick's health bar is depleted, your sidekick will pass out. Don't worry, your sidekick is not dead. You just need to revive your sidekick. Walk over to them and press the button that appears on the screen to bring your sidekick back into the fight. While reviving takes some time, it also has another cost—your character's health. After reviving a sidekick, your character's health bar will decrease. However, no matter how low your health, you can always revive a sidekick and still have some health remaining. A good tactic to keep your character from losing health in order to revive a sidekick is to swap in a weaker character for the sole purpose of reviving the sidekick. Once the sidekick is back in action, swap back to the original character and continue the exploration.



Revive your sidekicks when they are passed out from taking too much damage. You need them to continue through the forest and they can help you defeat enemies along the way.

Tip

There are a few skills that come in handy when playing this game and working with a sidekick. The Helping Hand ability reduces the amount of health it costs your character to revive a sidekick or even another character. The Team Player skills decrease the amount of time it takes to revive a sidekick or another character. You may want to have one character with these abilities that you can swap in when your sidekicks need help and then swap out for another more powerful character when you need to fight.



Brave Forest Siege strategy and tips

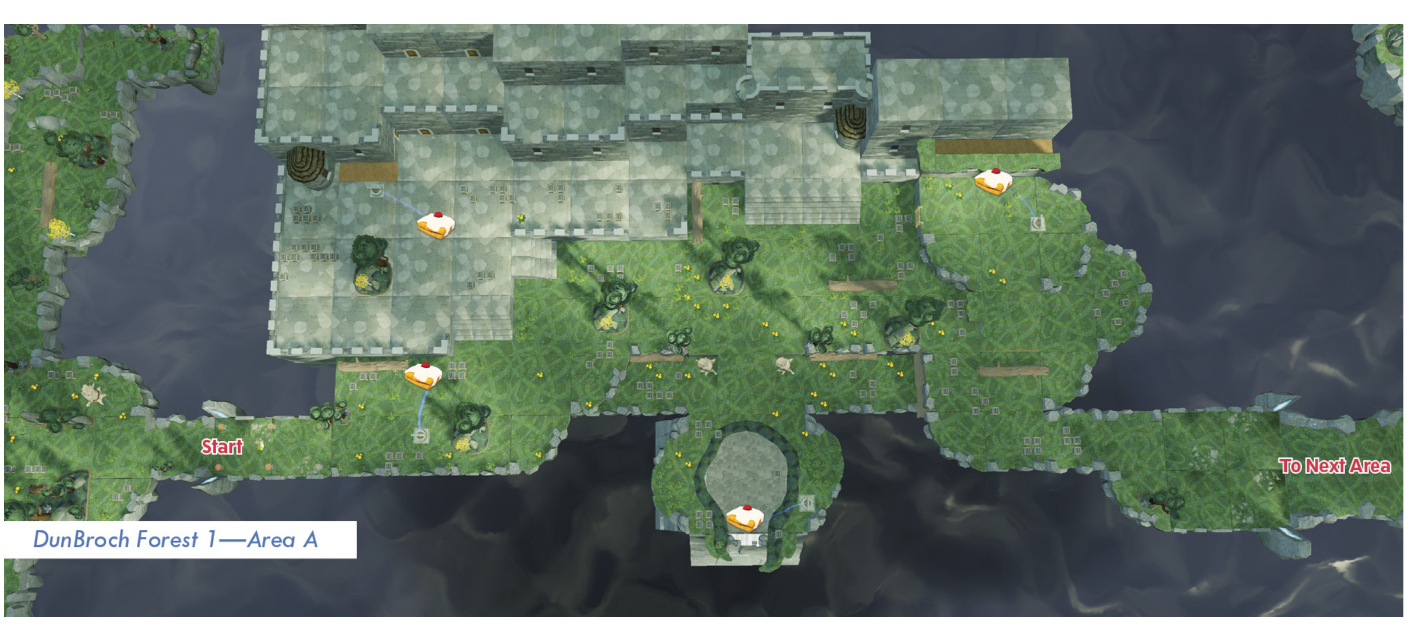
DunBroch Forest 1

DunBroch Forest 1 is your first venture into one of the eight forests and provides some good experience as to what to expect in the later levels, which get progressively more difficult. Your character begins in the entrance area. You cannot pass the gate to the rest of the forest until the level has been created. DunBroch Forest 1 consists of several different areas. Once you can exit the entrance area, you enter an exploration area. This leads to area A. Complete the objectives in this area, and continue on to another exploration area and then to area B. Once you finish the objectives there, you unlock access to a third exploration area, which leads you to the final area where you can exit the forest and return to the Hub. While area A and area B are always the same when you play DunBroch Forest 1, the exploration areas are generated each time you play, so they are always different. As you exit the entrance area, your objective is to get to DunBroch Forest 1—Area A. Remember, there is no rush, so take some time to explore along the way.

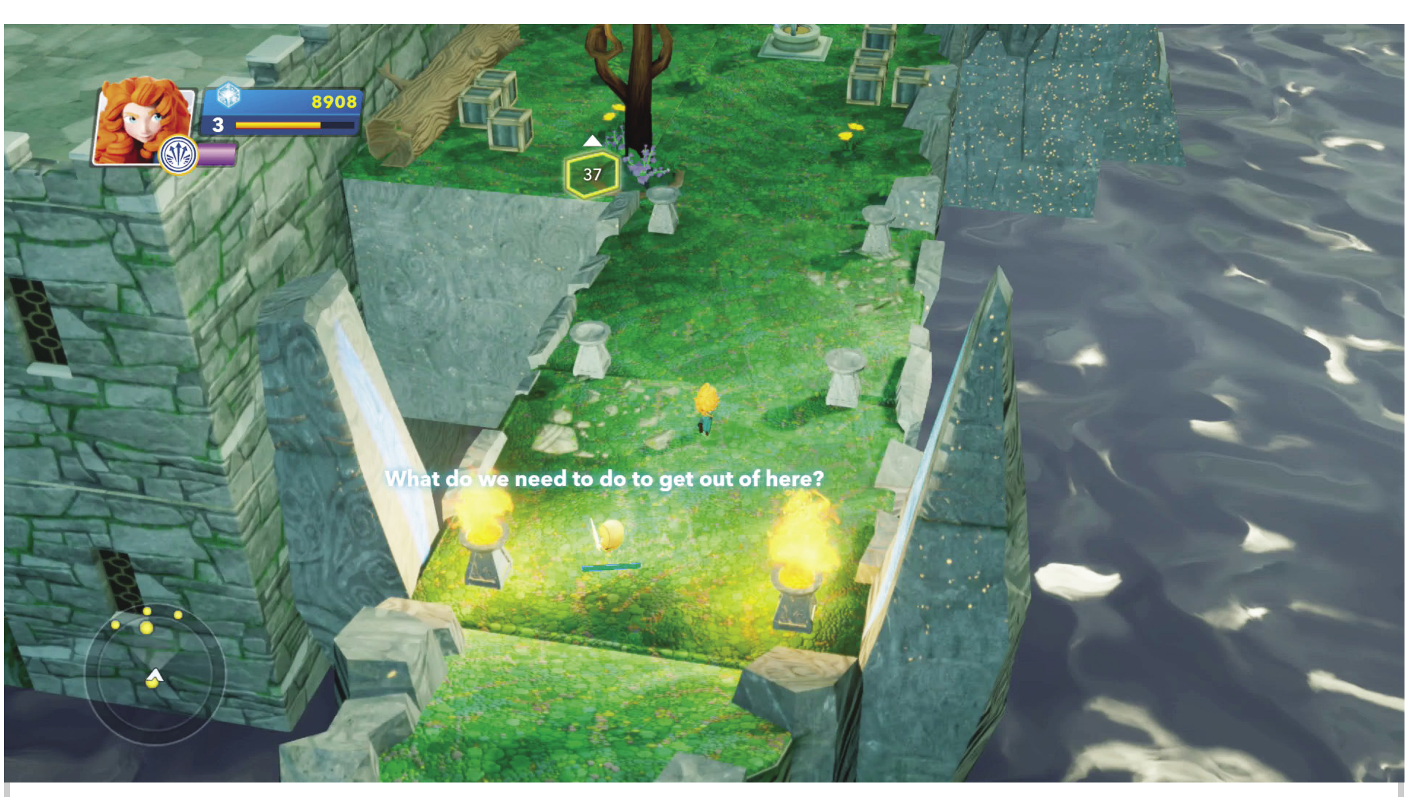
Tip

While you are waiting for the level to build, explore the entrance area. There are always two doors through which you can throw your sidekick—if his or her search ability is high enough—as well as some purple Spark capsules for charging up your character's special move. If your current character is fully charged, swap in other characters you may need for this level and use those purple Sparks to charge them up instead. There is also a sidekick outfitter here for any last-minute changes to your sidekick.

AREA A

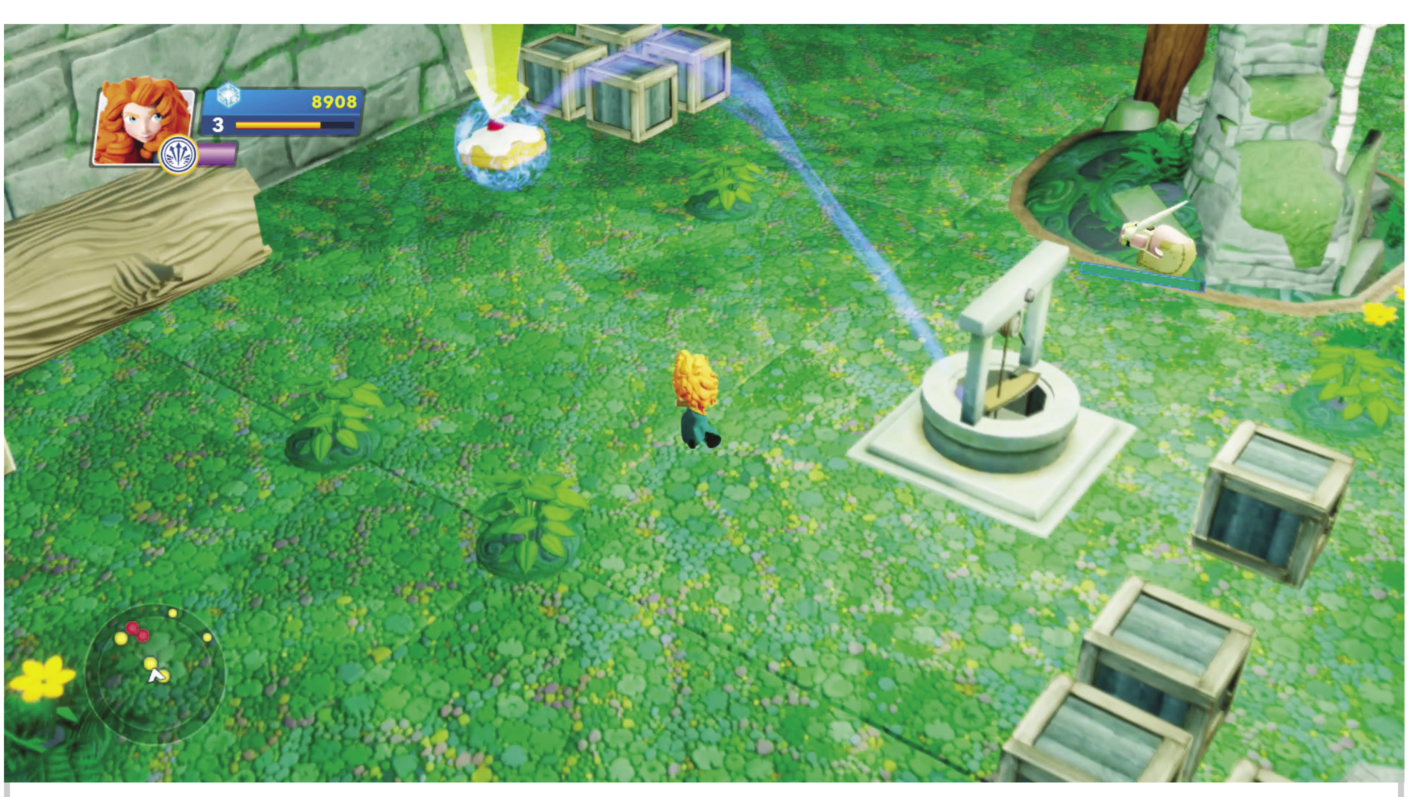


After moving through the first exploration area, you come across a narrow passage with a series of braziers that ignite as you move past them. A message that states "Trespassers Detected!" appears on the screen to let you know you are in area A. Upon entering, a magical barrier appears at the opposite end of area A. In order to remove the barrier, you must find and collect a couple cakes.



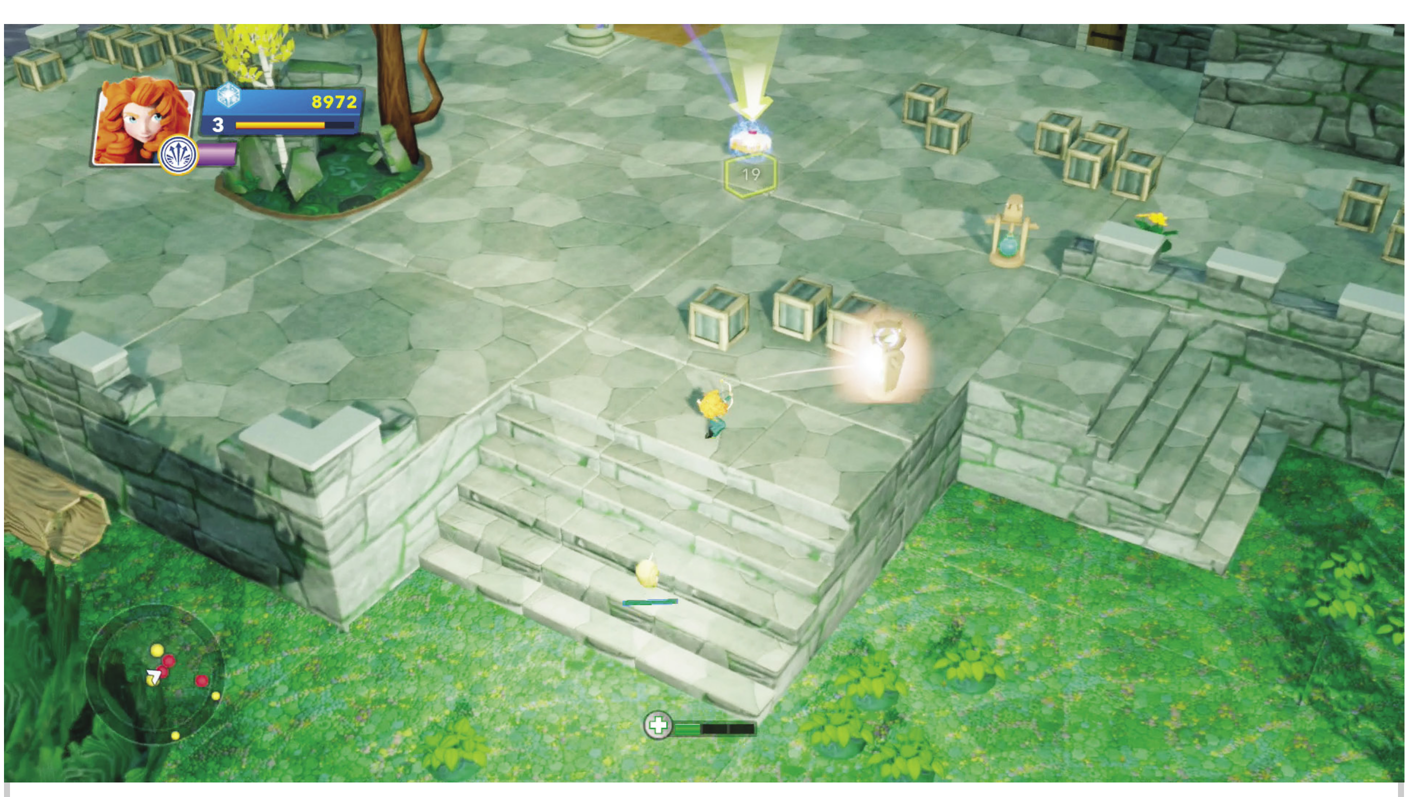
You are now entering area A. Collect those cakes.

This area has four cakes that you must collect. However, each is protected by a spell that prevents you from picking them up. The spells are attached to wells, so pick up your sidekick and throw him or her through the door in the well near the entrance to this area. The sidekick removes the spells so you can then pick up the cakes.

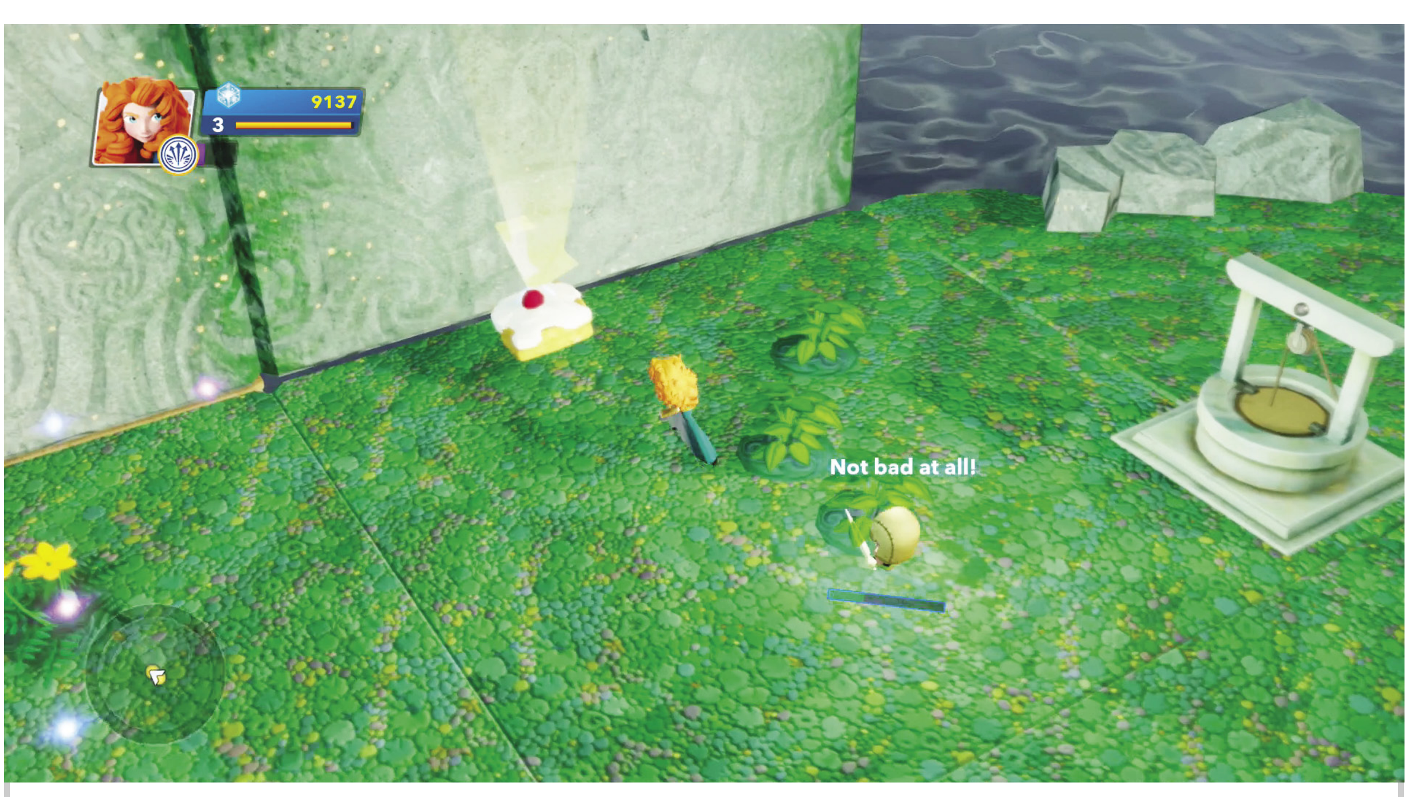


Your sidekick can remove the spells for the cakes in this area. Just throw your sidekick through a door into a well to do the job.

The second cake and well are located up some steps near the first. However, it is protected by a couple Bear Catapults. Quickly defeat both of them before they can inflict damage on your character and sidekick. The third cake is located in a pond near a waterfall. It too is protected by Catapults. The fourth cake can be found towards the exit to this area. Throughout this area you will need to defeat enemies that appear. However, once you have the fourth cake, the magical barrier disappears and you can advance to the next exploration area, which then leads you to area B.

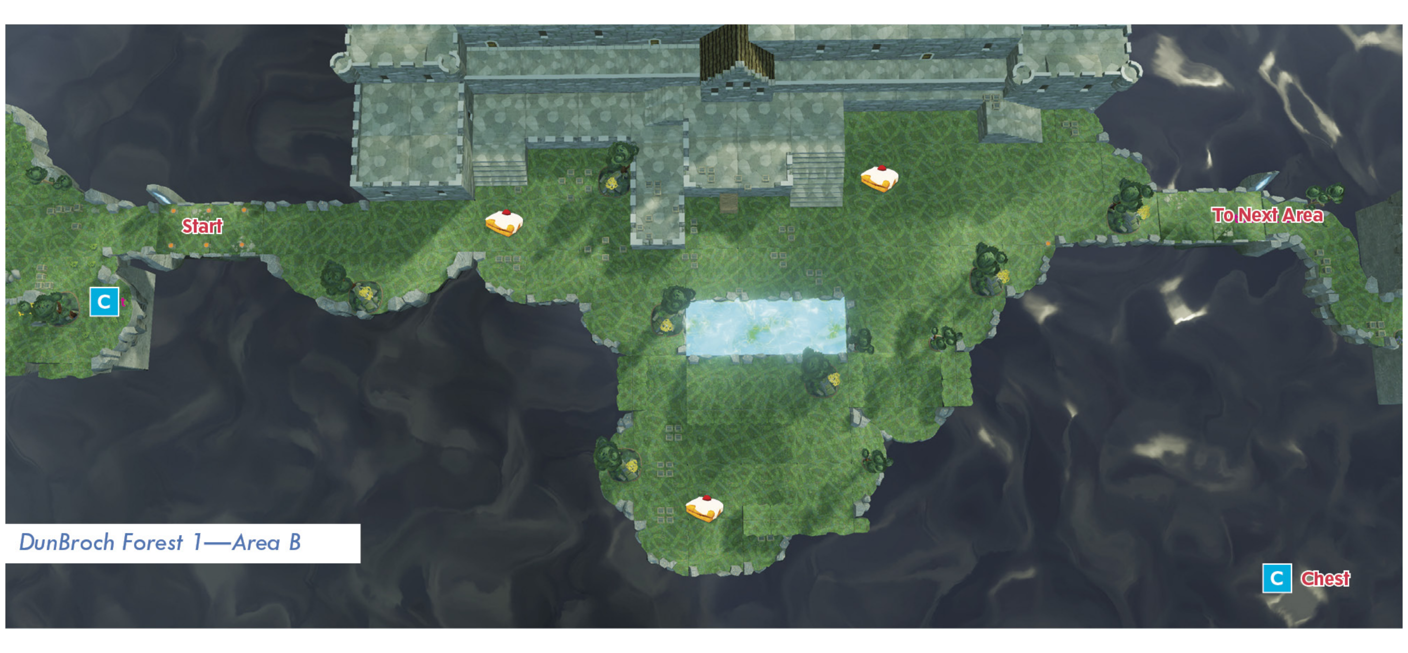


Watch out for these Bear Catapults. Try to destroy them quickly. They will turn towards you and then begin launching projectiles at you.

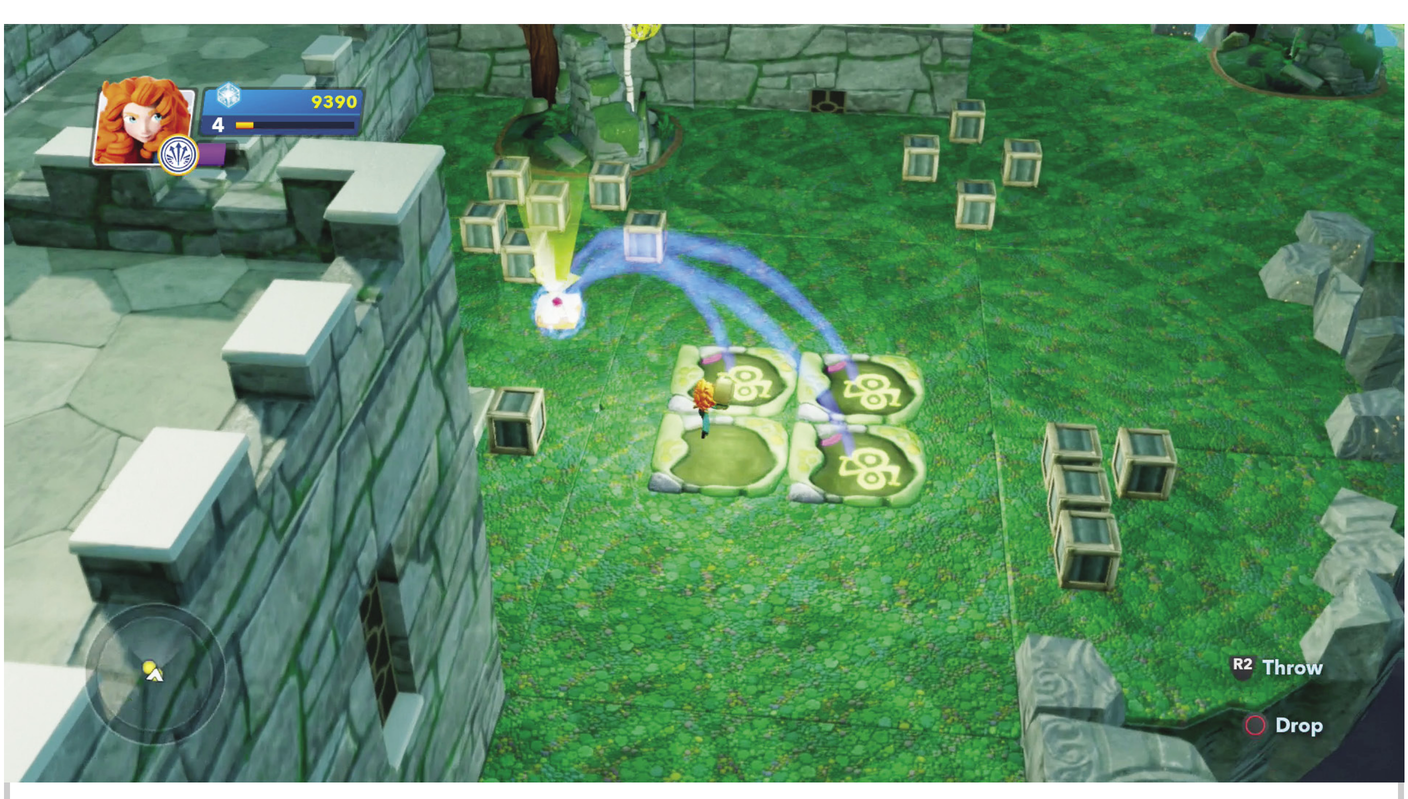


Collect the final cake to lower the magical barrier so you can continue to the next area.

AREA B

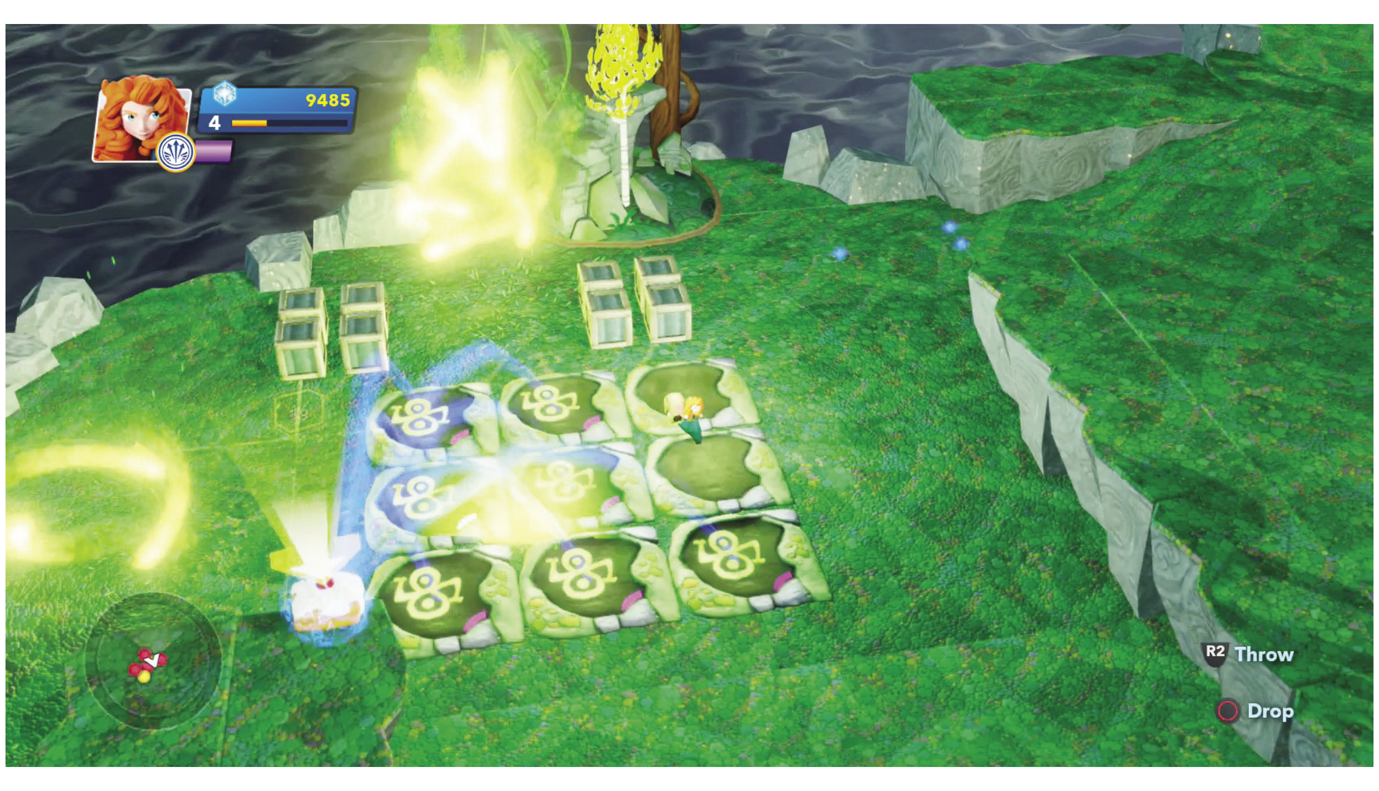


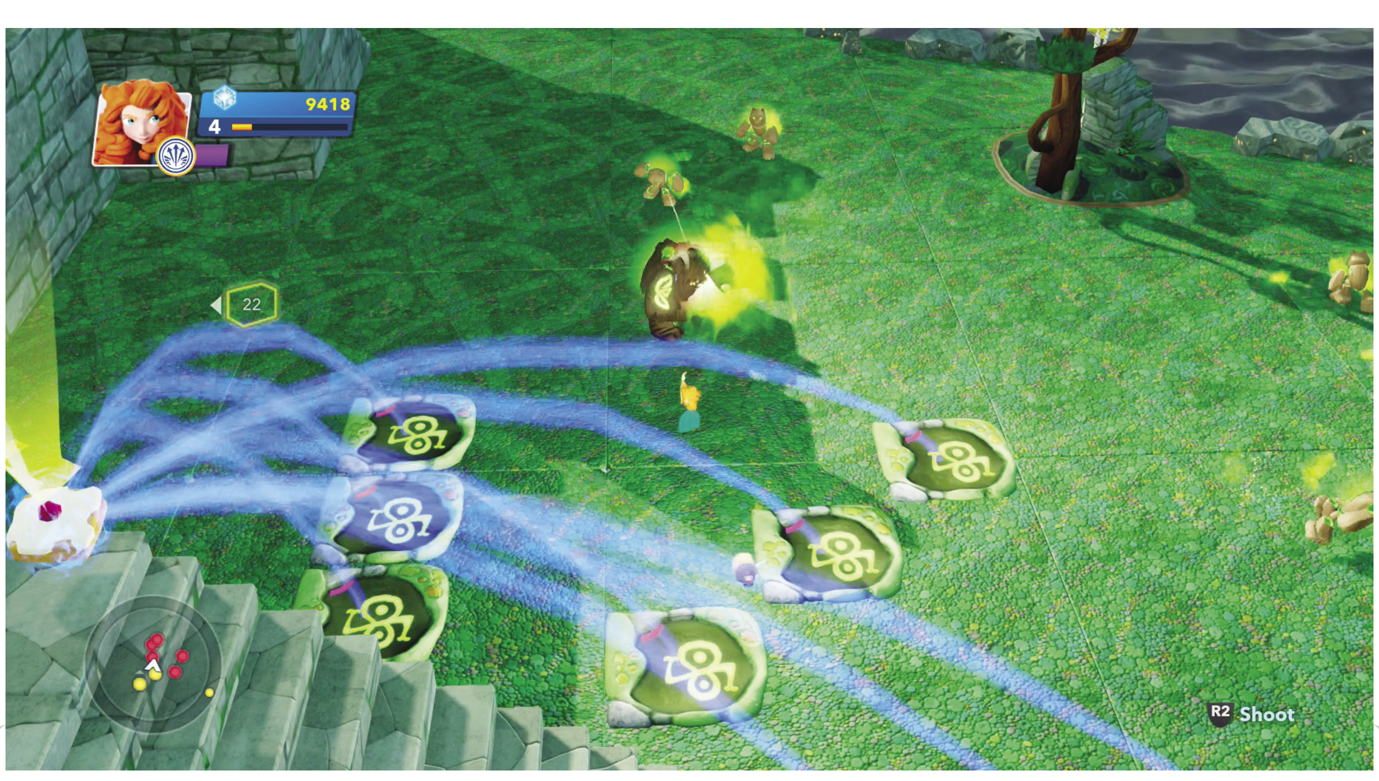
After exploring the area connecting A and B, and hopefully finding some sidekick loot and Sparks, you enter area B. As before, when you move past the braziers, another magical barrier appears at the exit to area B. This time the cakes are protected a bit differently. The spells are attached to pressure plates with a design on them. In order to remove the spell, you must step on each pressure plate to remove the design. Stepping on them again makes the design reappear. Since your sidekick can also step on them, it is a good idea to pick up your sidekick and carry him or her as you step on the pressure plates. For the first cake, there are four pressure plates. Clear the designs off of all four at the same time and then collect the cake.



Step on each of these pressure plates. When all four are clear of designs on them, the cake is free from the spell. Be ready to fight off the Pine Bears that appear when you pick up the cake.

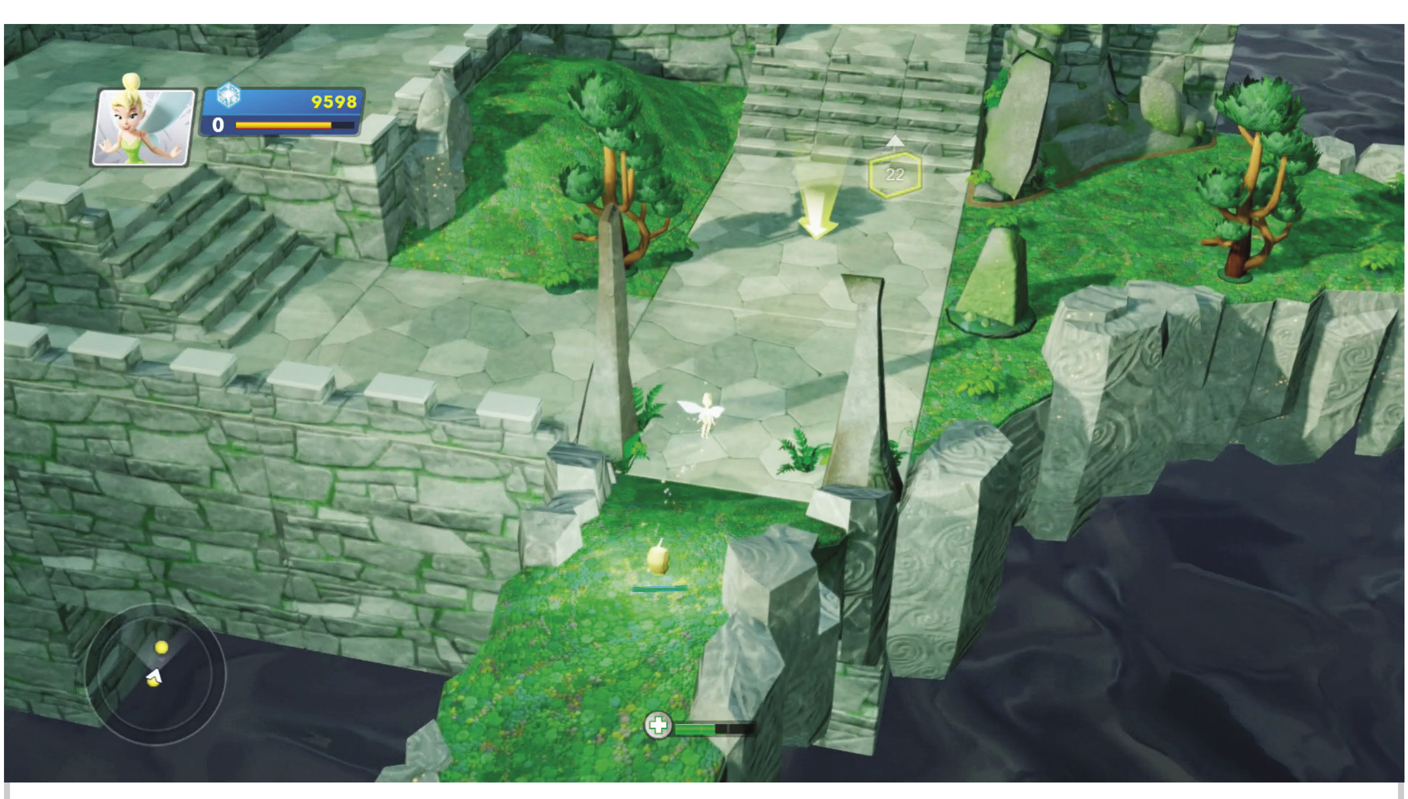
There are two more cakes in area B. Follow the yellow objective marker to find them. Each of these has more pressure plates than the first cake. Plus enemies appear and attack as soon as you arrive in the vicinity. The best tactic is to defeat the wooden bears first and then step on the pressure plates. Otherwise, your character will take a lot of damage while carrying the sidekick around and clearing the designs from the pressure plates. Collect all three cakes in this area to lower the magical barrier.





When there are enemies around the pressure plates, it is easier to defeat all of the enemies first, and then focus on clearing the plates to break the spell protecting the cakes.

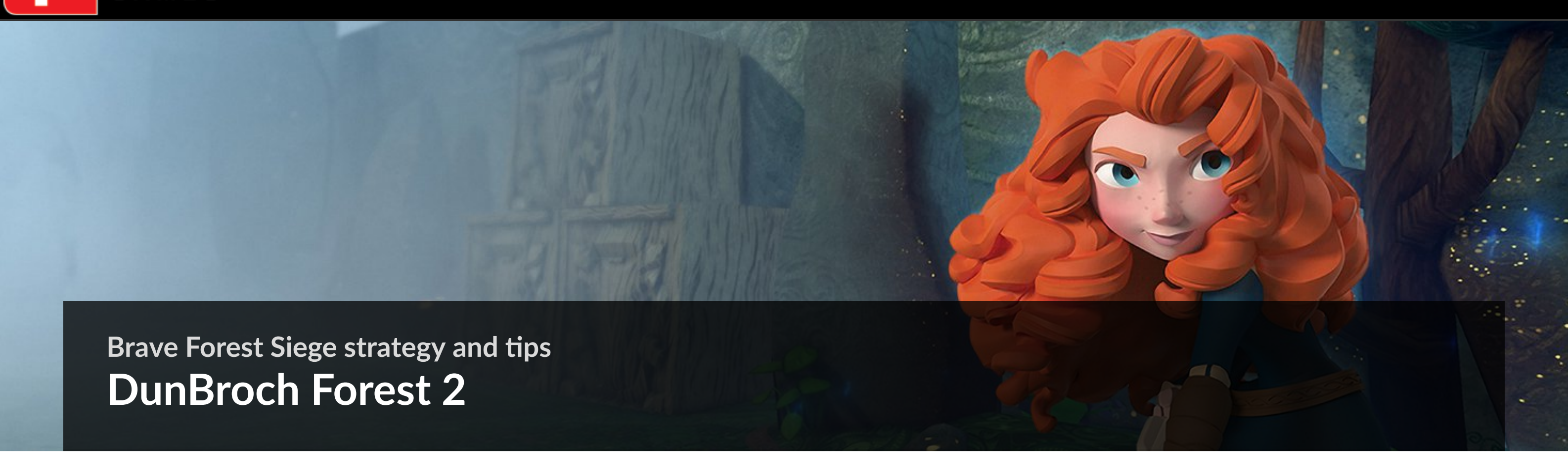
As soon as you collect the final cake for area B, the path to the exit is opened. You first have to move through a third exploration area. Spend as much time as you want opening loot chests, searching for Spark capsules, and defeating enemies. Then pass through the exit gate. When the portal appears, walk to it to head back to the Hub from where you can begin your next adventure into the forests of DunBroch.



Get to this gate to receive the sidekick loot rewards and use the portal to return to the Hub.

Tip

After you have completed DunBroch Forest 1, you can come back and play it again any time. In fact, it offers a great experience for new characters, providing a way to learn how to use their attacks and skills and to build up experience while also earning blue Sparks.

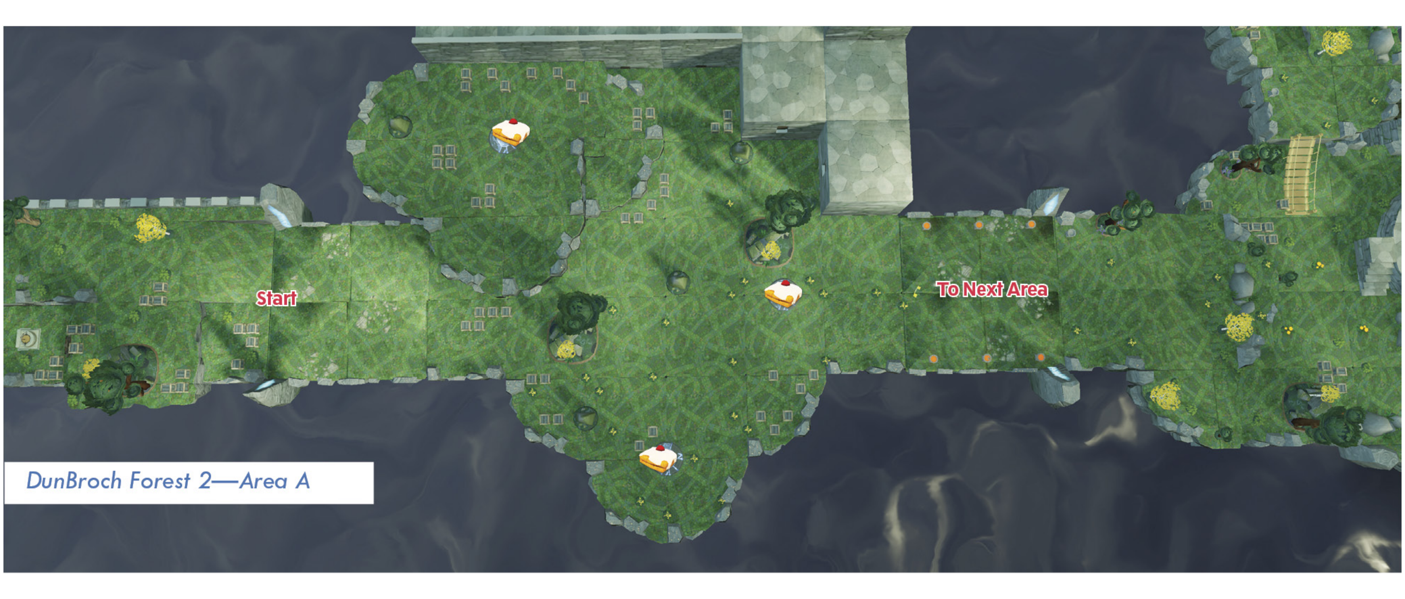


Brave Forest Siege strategy and tips

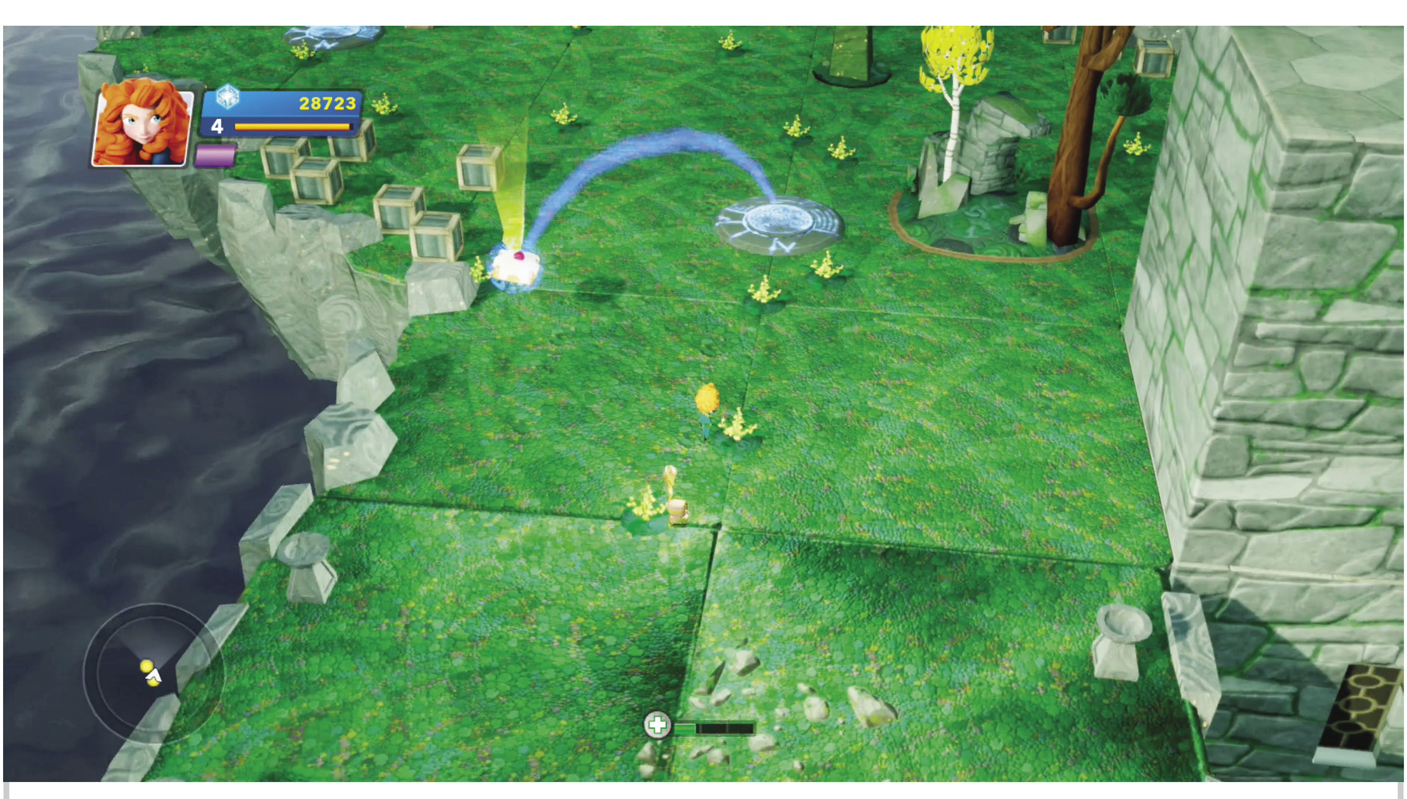
DunBroch Forest 2

After completing the first forest, the portal leading to DunBroch Forest 2 appears. It is organized the same as the first forest and all of the other forests as well. Stock up on purple Sparks at the entrance, and advance through exploration areas to area A and area B where you must collect cakes. The exploration areas offer similar enemies and rewards to those found in the other forests. So let's focus on the areas that are unique to this forest and the same each time you play it.

AREA A

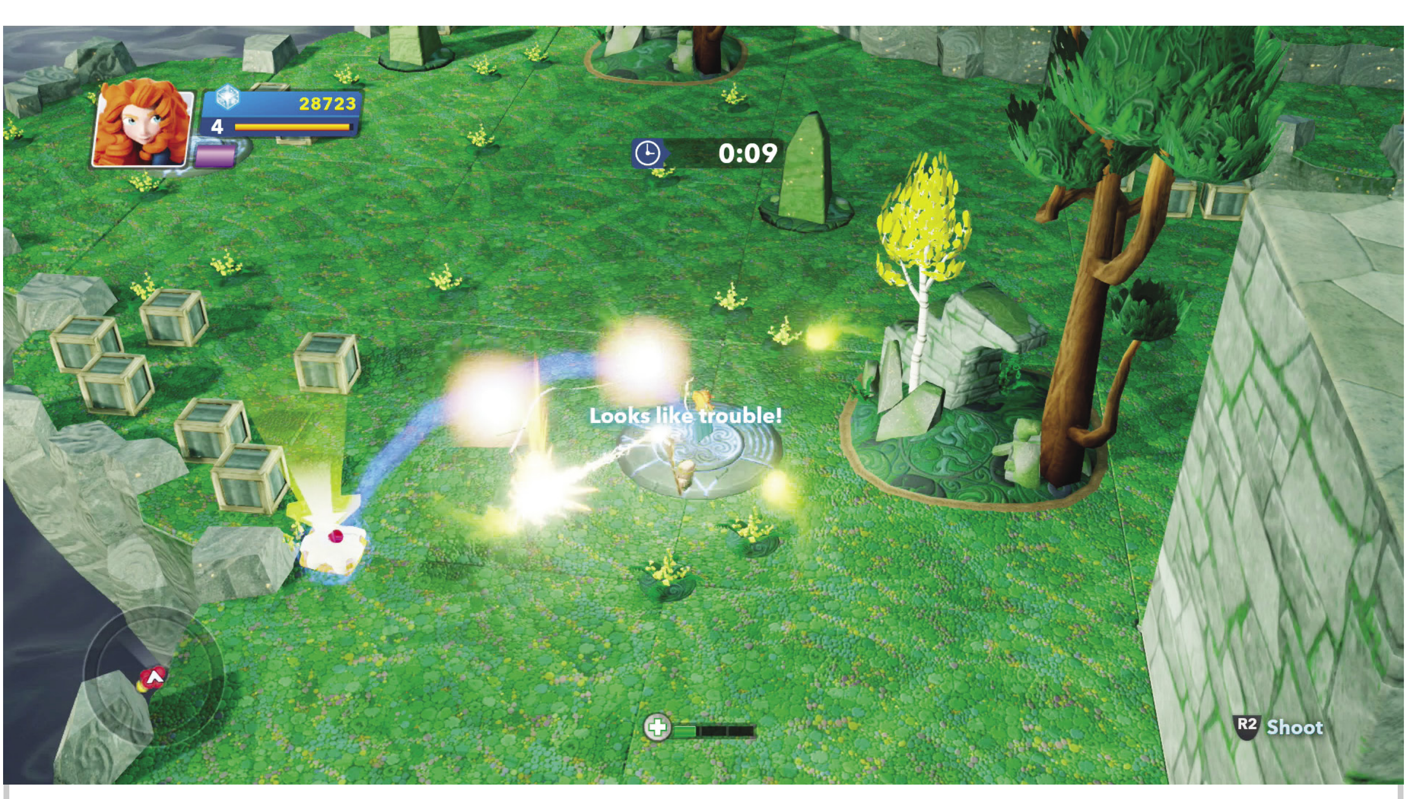


There are three cakes that you must collect in this area. However, this time it is a bit tougher to remove the spell protecting them. Each cake is magically connected to a round, stone pressure plate in the ground. In order to end the spell, a character must stand on the pressure plate for specific amount of time. That time on the plate does not have to be continuous, so you can stand on it for a few seconds and then get off and come back. While that may not seem difficult, there is a catch. As soon as you step on the plate for the first time, enemies begin spawning in around the pressure plate. They continue to spawn until the spell is ended.



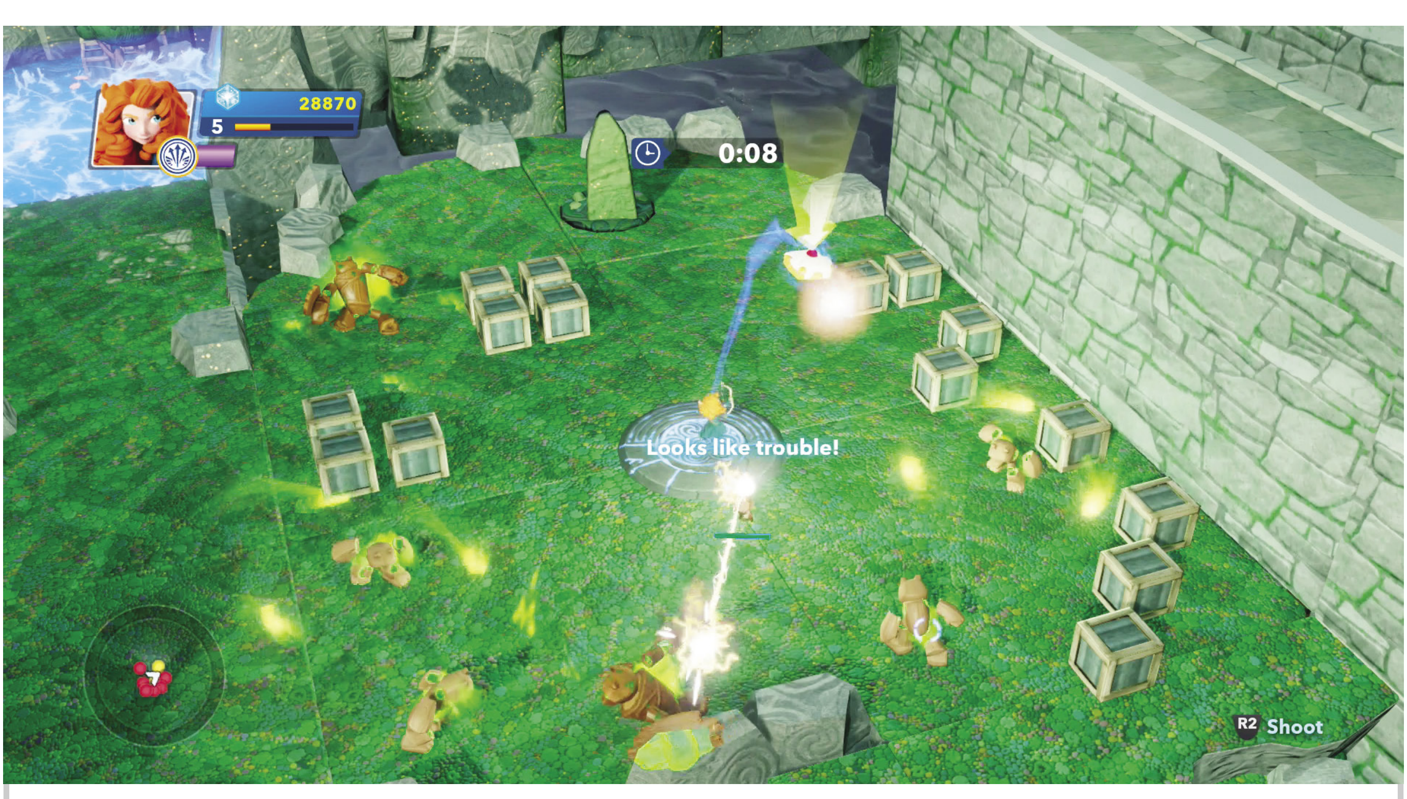
Step on the stone pressure plate to begin removing the protective spell from the cake.

For the first cake, which is near the entrance to area A, you have to remain on the plate for ten seconds. As soon as you touch it, Marsh Mucks appear and begin attacking. Try to stay on the pressure plate as long as you can and fight them off. However, you may need to move away for a bit. When you do, the countdown timer stops and then begins counting down again once you are back on the plate. When it gets to zero, the protective spell is broken and you can collect the first cake.



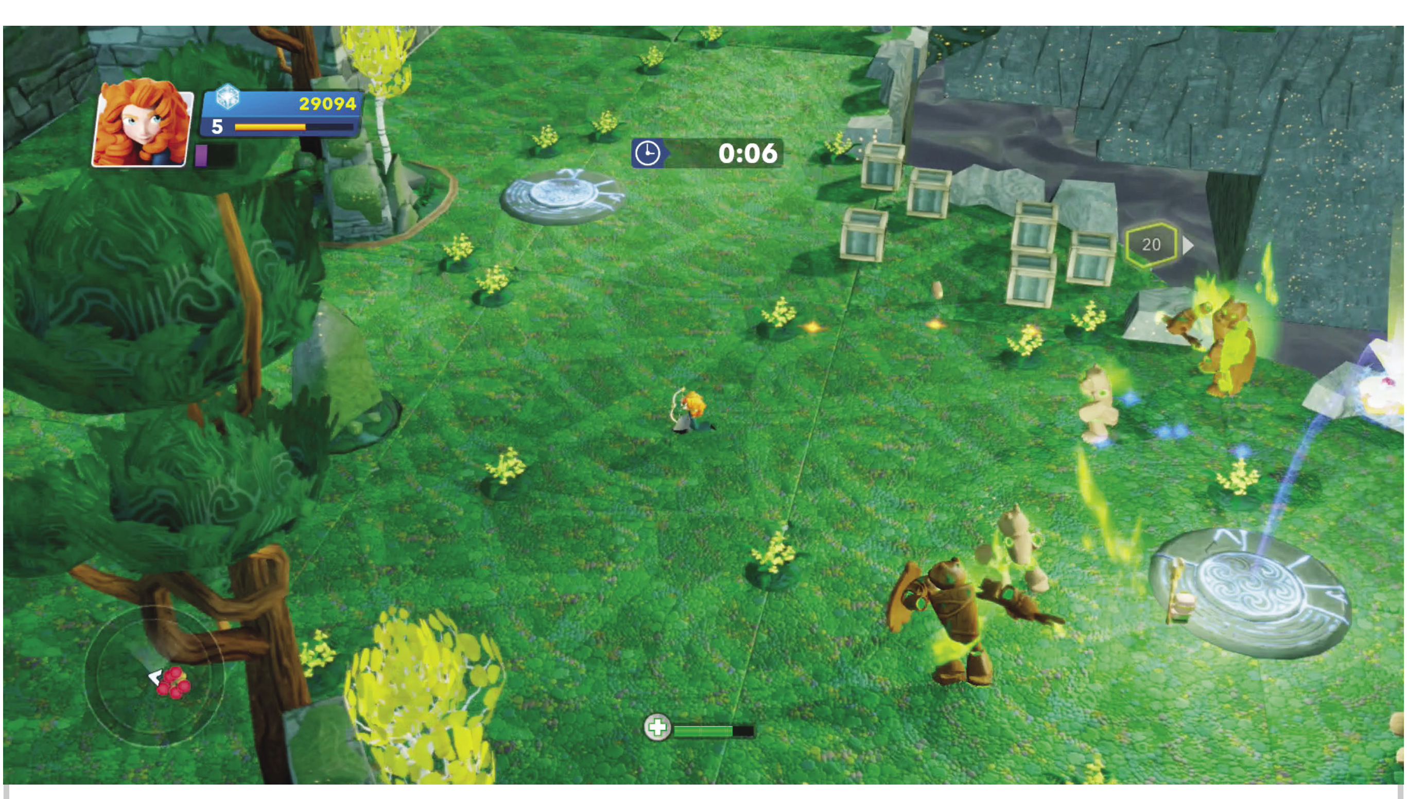
The timer only counts down while you are standing on the pressure plate. However, get off if you need to in order to avoid taking too much damage.

Follow the yellow objective marker to the next stone pressure plate and repeat the process. Once again, you have to stand on the plate for ten seconds. However, this time you have to deal with Pine and Oak Bears, making it tougher to stay in one spot. Leave the plate, defeat a few enemies, and then try to get back to the plate for a couple seconds before leaving it again. Remember that enemies continue to spawn, so there is no point in trying to defeat all the enemies and then stand on the plate —they just keep coming.



Fight off Pine and Oak Bears at the second cake. Keep moving and stop on the plate for a second or two as much as you can. The sooner you get the countdown to zero, the sooner the enemies stop spawning in to attack you.

The last cake requires the same tactics as before. Here you face more Pine and Oak Bears. If necessary, run away from the pressure plate to avoid being surrounded. As you draw the enemies away, rush back to the pressure plate and stand on it for a few seconds until they return. The enemies only spawn to a set number and then stop. As you defeat the bears, more spawn in to replace them. However if you just lead them away without defeating them, no more enemies spawn near the pressure plate.

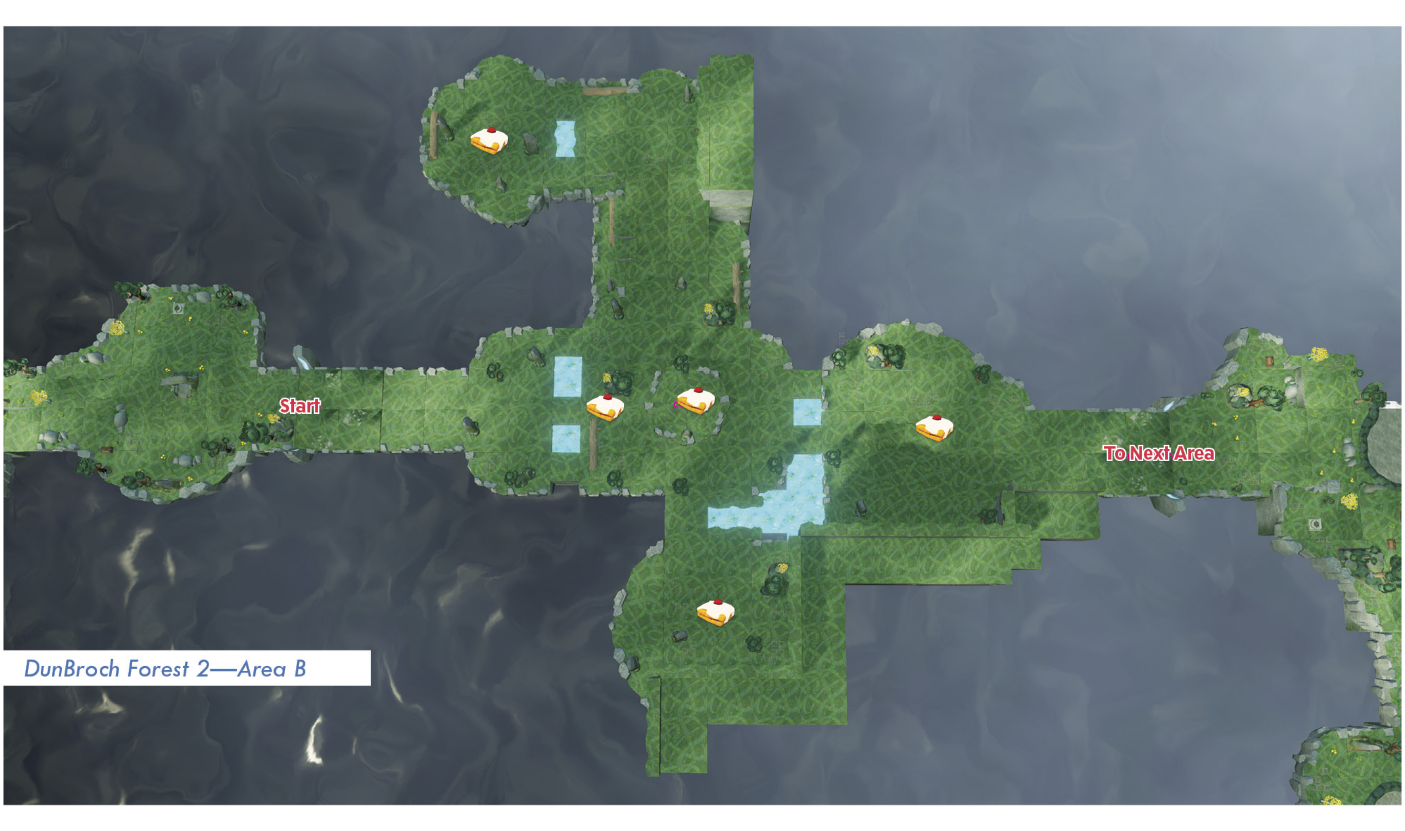


Standing on the pressure plate is a good way to get surrounded by enemies. Try running away from the plate and the enemies will follow. Then rush back and stand on the plate until they return.

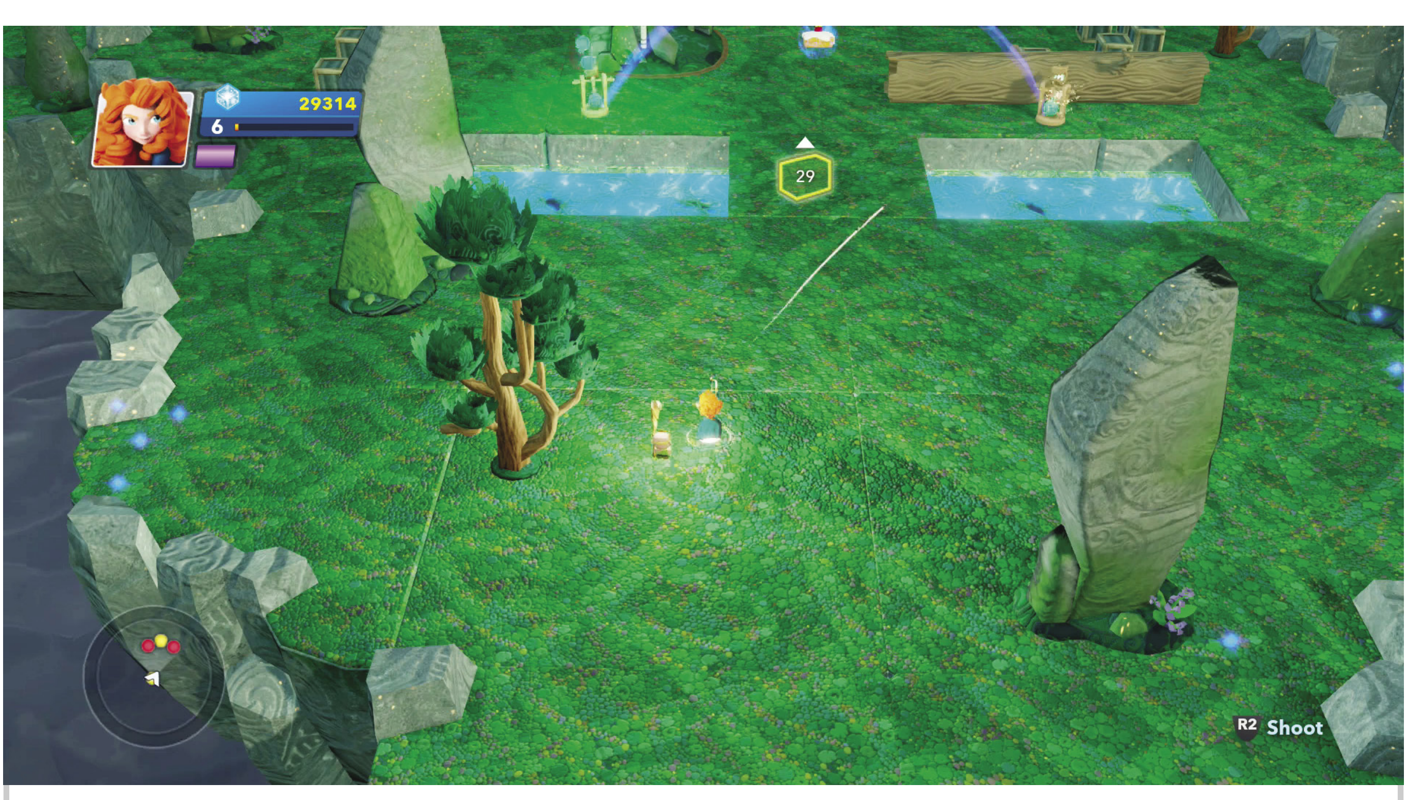
Tip

You don't have to defeat all of the enemies around the pressure plate. Once you get the timer to zero and the spell is broken, rush up and get the cake. All of the enemies spawned by the pressure plate immediately disappear! Therefore, you can spend a lot of time blocking and dodging attacks while standing on the pressure plate and then go for the cake to get rid of these enemies.

AREA B

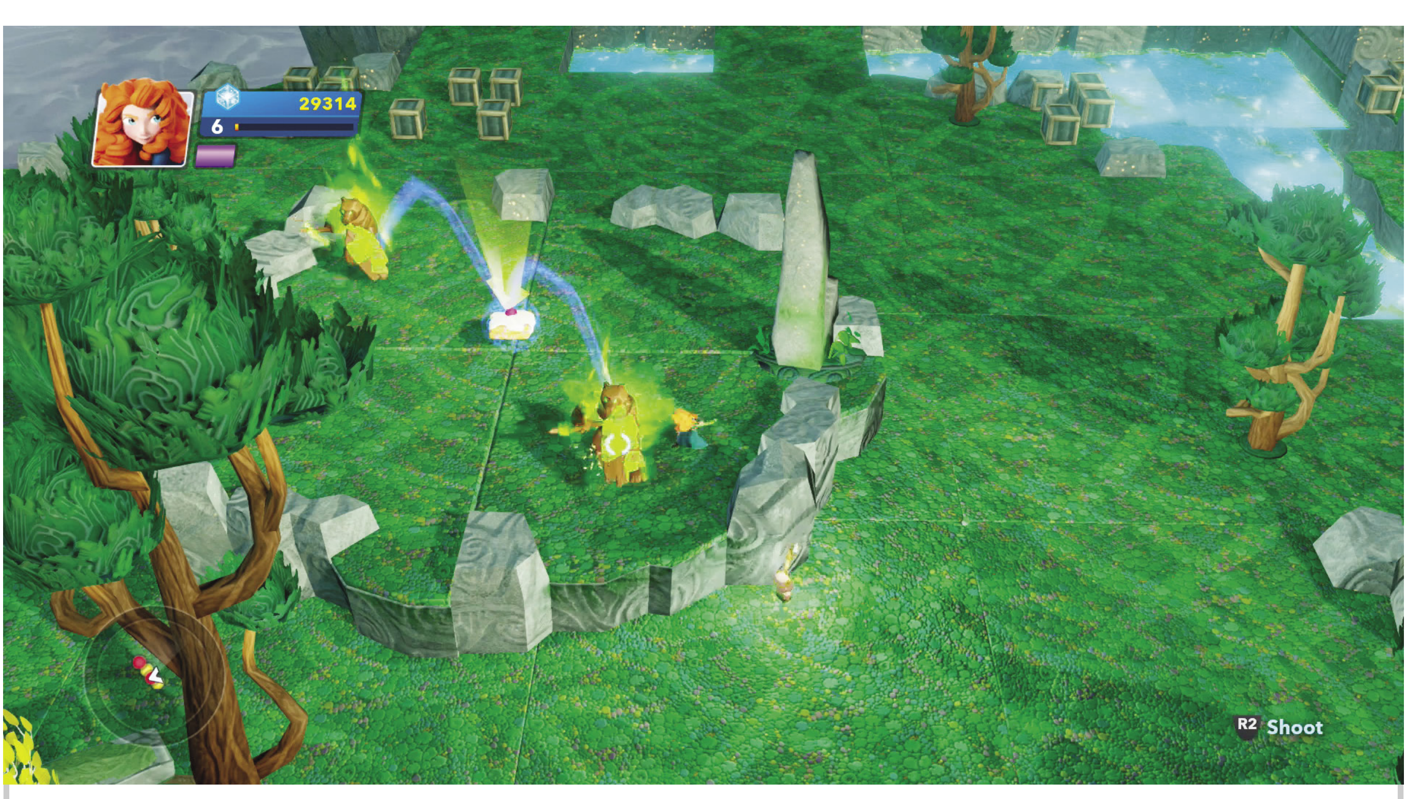


Area B offers a new way of protecting the cakes. The spells are linked to enemies. Destroy the enemies and the spell is broken. Just after passing through the entrance to this area, you find a couple Bear Catapults linked to a cake. Destroy the two Catapults—with ranged attacks if possible—and then go and grab the cake. That was not so tough. However, the other cakes are better protected.



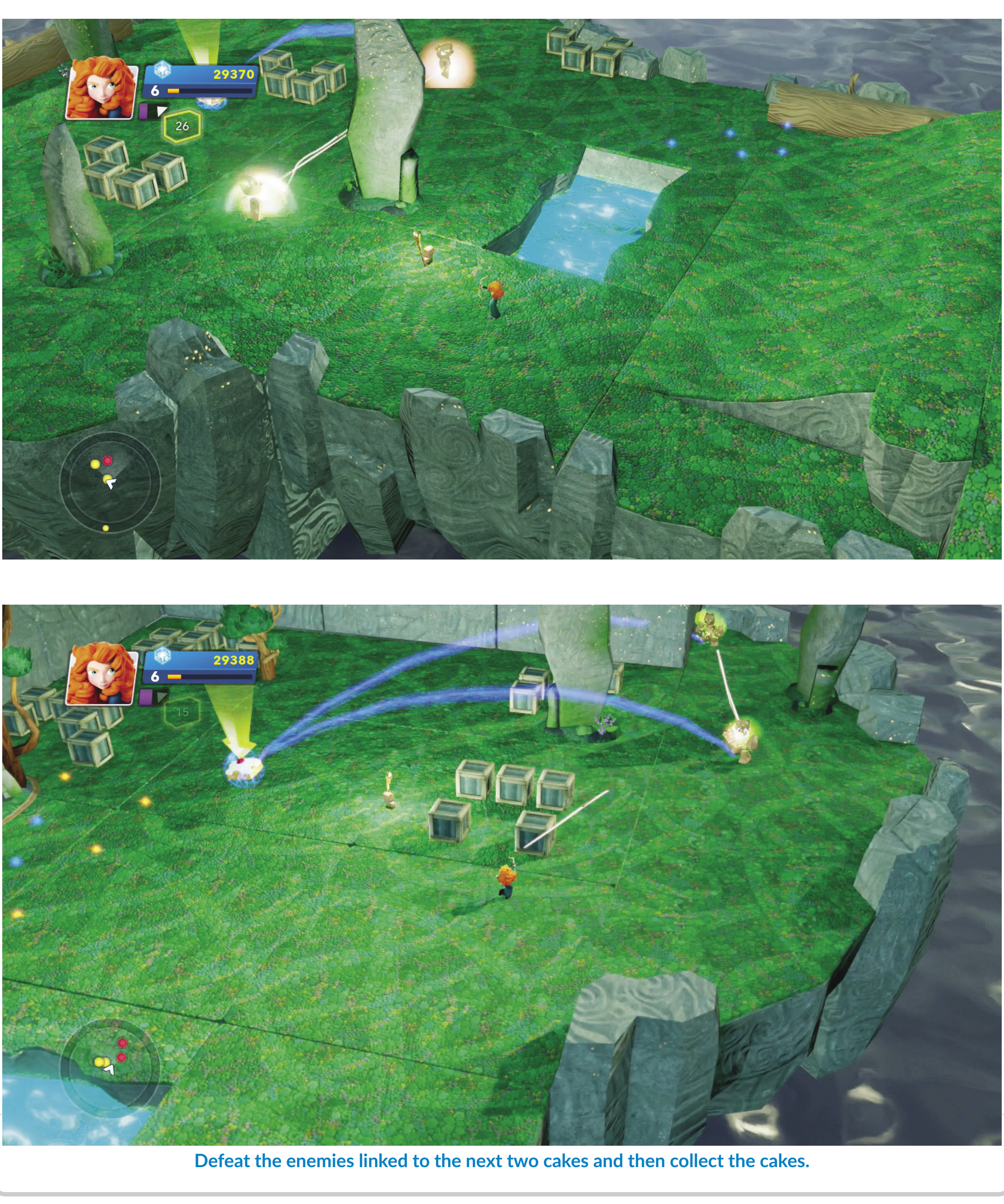
Destroy the two Bear Catapults to break the spell so you can collect the first cake in this area.

The next cake is protected by a couple Oak Bears. These are tougher to defeat—especially since they are on a small, raised circular area. Either use ranged attacks or get in and use melee attacks up close to break the spell by defeating them. You can also try to lead them away onto flat ground where your character's attacks might be more effective.



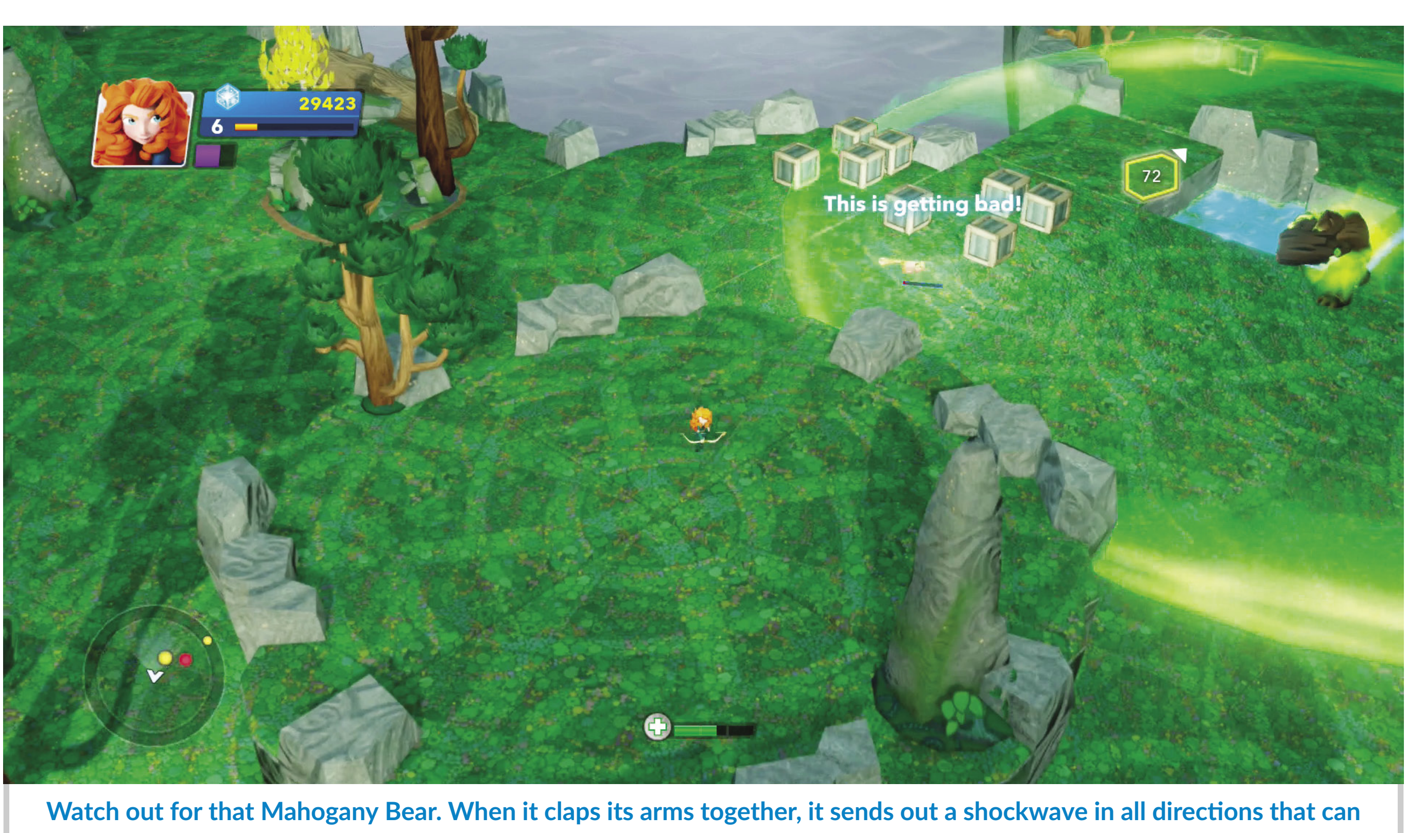
Defeat these two Oak Bears to claim the second cake.

As soon as you grab the second cake, two more cakes appear, complete with protective enemies. One has only a couple Bear Catapults linked to it. However, you will need to fight your way through some more enemies to get to it. The other cake has three Pine Bears linked to it. By this time, your character should have little difficulty dealing with them. Go get that cake.



Defeat the enemies linked to the next two cakes and then collect the cakes.

The fifth and final cake is the toughest to get. Not only does it have two Bear Catapults linked to it—but also a Mahogany Bear. This bear is tough to defeat. Watch out for its shockwave attack as well as the projectiles it can throw. This is a good time to use a special move if your character has one and has purple Sparks saved up to use it. Once you have defeated this big bear, go after the Catapults, collect the cake, and be on your way.



Watch out for that Mahogany Bear. When it claps its arms together, it sends out a shockwave in all directions that can damage you and your sidekick.

Characters

Disney Originals

MERIDA

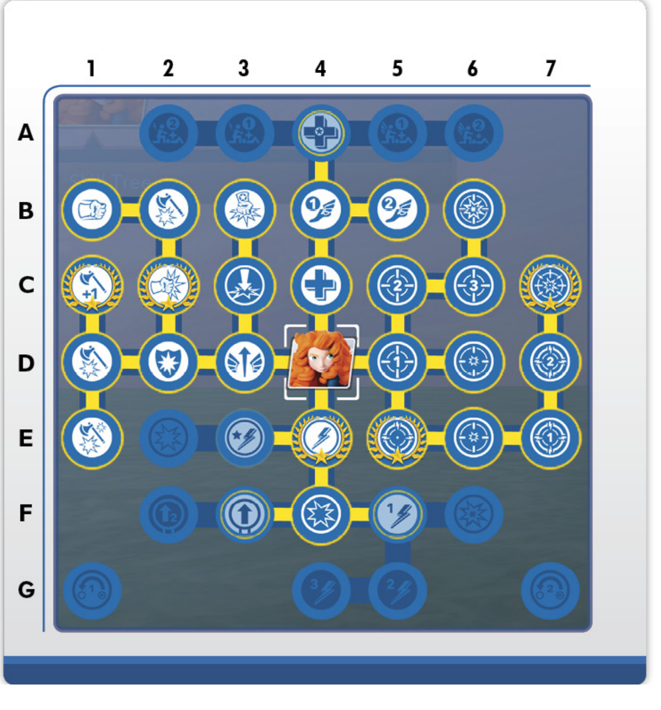
MERIDA

This free-spirited princess of DunBroch is a master archer.

Special Abilities

- Merida's Bow

SKILL TREE



Merida Skills

	Skill	Description	Cost
C1	Arrow in Your Quiver	Adds a new move to Merida's combo attack. (Tap attack button.)	4
D1	Damage Increase 1	Increases the damage of Merida's combo attack. (Tap attack button.)	2
B2	Damage Increase 2	Increases the damage of Merida's combo attack. (Tap attack button.)	4
E4	Empty the Quiver	Merida's Special Move. (Tap the special move button.) Merida fires a series of freezing arrows followed by a series of explosive arrows.	2
B1	Explosive Bow Attack	After performing the Sword Block Breaker, release the attack button and then tap the attack button to fire a powerful arrow that repels an opponent.	4
B4	Fleet of Foot–Level 1	Increases Merida's running speed.	1
B5	Fleet of Foot–Level 2	Increases Merida's running speed.	3
E5	Frosty Fire	Allows Merida to charge her bow (hold ranged attack button) and fires freezing arrows for increased damage.	2
C4	Health Boost	Increases Merida's maximum health.	1
A3	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
A2	Helping Hand Upgrade	Decreases the amount of health needed to revive another character or sidekick.	4
B3	Hit the Dirt	Increases the range and damage of Merida's Air Assault. (Tap the jump button, then tap the attack button.)	2
D3	Mid-Air Recovery	Allows the character to recover in mid-air by tapping the jump button.	1
F3	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
F2	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
E7	Quick on the Mark–Level 1	Reduces the time it takes to charge Merida's Frosty Fire. (Hold ranged attack button.)	4
D7	Quick on the Mark–Level 2	Reduces the time it takes to charge Merida's Frosty Fire. (Hold ranged attack button.)	5
D6	Ranged Attack Upgrade 1	Increases the damage caused by Merida's Trick Shot. (Tap ranged attack button.)	2
E6	Ranged Attack Upgrade 2	Increases the damage caused by Merida's Trick Shot. (Tap ranged attack button.)	4
D2	Repel	Repel an attacking opponent. Tap the defend button just before an attack. Requires skilled timing.	3
G1	Responder 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Responder 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
C7	Shooting the Freeze	Merida's freezing arrows (tap ranged attack button) detonate when they strike their target.	6
F4	Special Move Bonus 1	Increases the damage caused by Empty the Quiver. (Tap special move button.)	2
E2	Special Move Bonus 2	Increases the damage caused by Empty the Quiver. (Tap special move button.)	4
F6	Special Move Mega Bonus	Increases the damage caused by Empty the Quiver. (Tap special move button.)	6
F5	Special Move Meter Upgrade 1	Adds a portion to the Special Move meter. When filled, the character can activate a Special Move.	3
G5	Special Move Meter Upgrade 2	Adds a portion to the Special Move meter. When filled, the character can activate a Special Move.	5
G4	Special Move Meter Upgrade 3	Adds a portion to the Special Move meter. When filled, the character can activate a Special Move.	6
E3	Speedy Meter Upgrade	Increases the rate at which the Special Move meter fills when Power Pickups are obtained.	4
C3	Street Spike	Allows the character to slam a carried object into the ground by tapping the attack button.	1
E1	Super Damage Increase	Increases the damage of Merida's combo attack. (Tap attack button.)	6
A4	Super Health Boost	Increases Merida's maximum health.	2
C2	Sword Block Breaker	A strong sword swing (hold attack button) that allows Merida to break an opponent's block before knocking them into the air.	3
A5	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
A6	Team Player Upgrade	Decreases the amount of time it takes to revive another character or sidekick.	4
D5	Trick Shot–Level 1	Increases the number of targets Merida's arrows will ricochet to. (Tap ranged attack button.)	1
C5	Trick Shot–Level 2	Increases the number of targets Merida's arrows will ricochet to. (Tap ranged attack button.)	2
C6	Trick Shot–Level 3	Increases the number of targets Merida's arrows will ricochet to. (Tap ranged attack button.)	4
B6	Ultra Ranged Attack Upgrade	Increases the damage of Merida's Trick Shot. (Press ranged attack button.)	6

STITCH

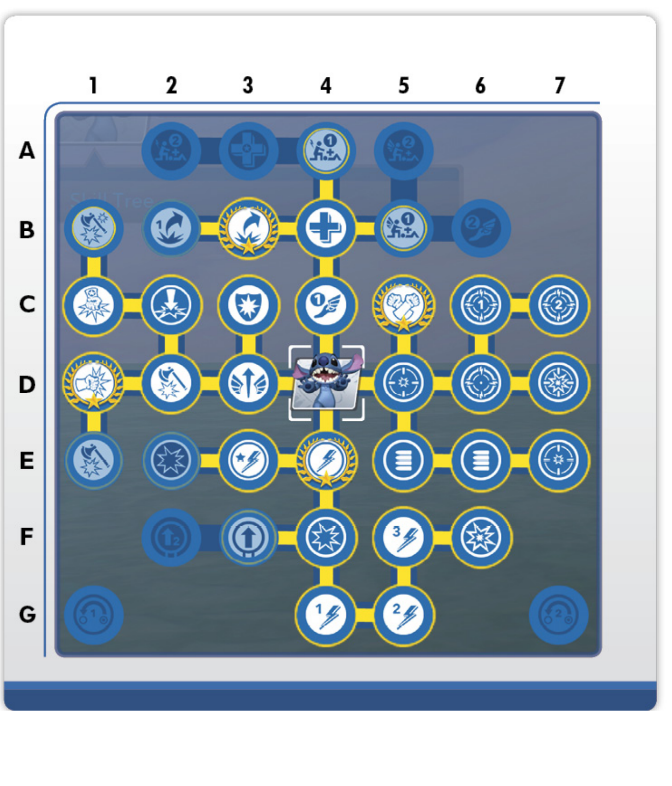
STITCH

Dr. Jumba's former Experiment 626 now lives in the spirit of 'Ohana.

Special Abilities

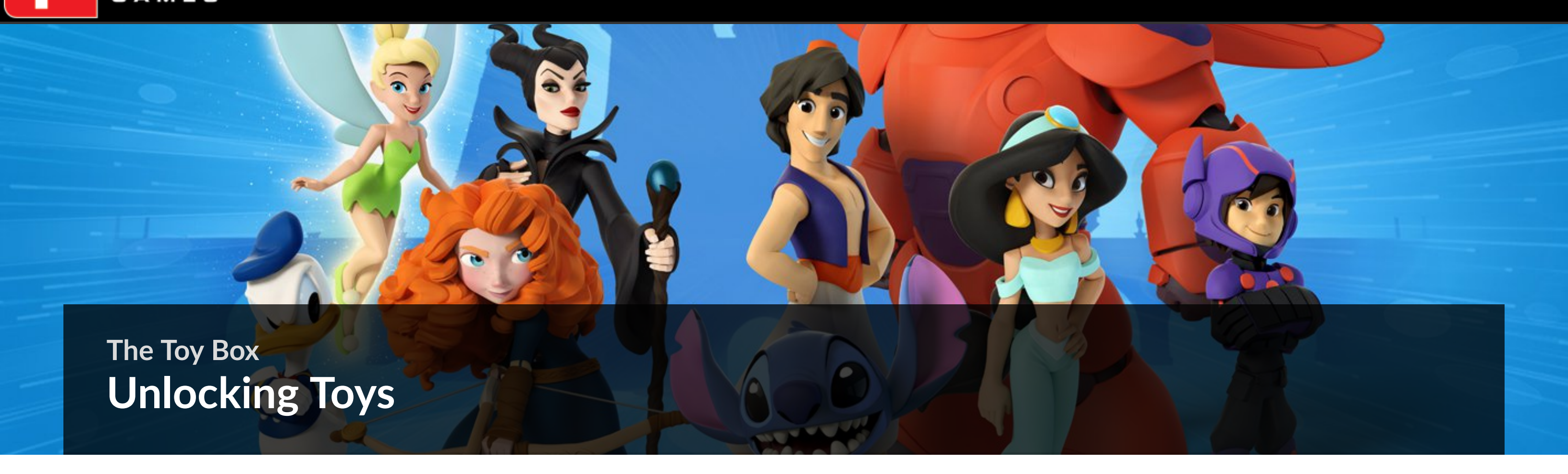
- Stitch's Blasters
- Maximum Strength

SKILL TREE



Stitch Skills

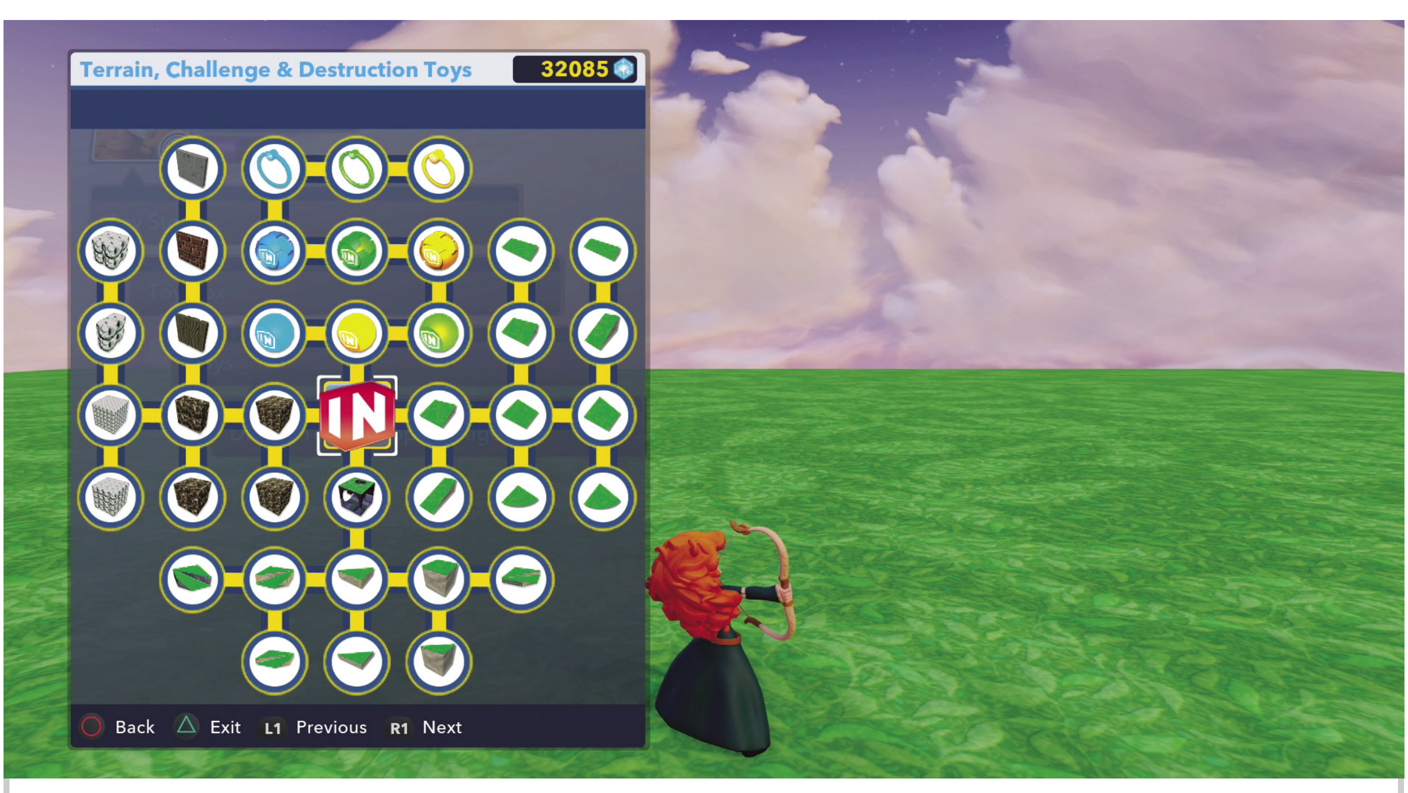
	Skill	Description	Cost
C5	626's Dual Blaster Attack	Allows Stitch to fire Blasters (tap ranged attack button) with two hands.	3
E4	Armed and Mischievous	Stitch's Special Move! (Tap special move button.) Allows Stitch to grow extra arms and fire multiple projectiles in front of him.	2
E5	Blaster Barrage 1	Increases the rate of fire for 626's Dual Blaster Attack. (Tap ranged attack button.)	2
E6	Blaster Barrage 2	Increases the rate of fire for 626's Dual Blaster Attack. (Tap ranged attack button.)	4
D6	Blaster Power	Allows Stitch to charge his Blaster (hold ranged attack button) for increased damage.	2
D2	Damage Increase 1	Increases the destructive power of Stitch's combo attack. (Tap attack button.)	2
E1	Damage Increase 2	Increases the destructive power of Stitch's combo attack. (Tap attack button.)	4
D1	Demolition Roll	Allows Stitch to fold himself into a ball (hold attack button) and quickly roll around, destroying everything in his path.	2
C4	Fast and Ferocious–Level 1	Increases Stitch's running speed.	1
B6	Fast and Ferocious–Level 2	Increases Stitch's running speed.	3
C6	Faster Blaster–Level 1	Decreases the time needed to charge Stitch's Blaster. (Hold ranged attack button.)	4
C7	Faster Blaster–Level 2	Decreases the time needed to charge Stitch's Blaster. (Hold ranged attack button.)	6
B3	Flying Leap–Level 1	Unlocks Stitch's Flying Leap. (Hold jump button.)	2
B2	Flying Leap–Level 2	Increases the strength of Stitch's Flying Leap. (Hold jump button.)	5
B4	Health Boost	Increases Stitch's maximum health.	1
A4	Helping Hand	Decreases the amount of health needed to revive another character or sidekick.	2
A2	Helping Hand Upgrade	Decreases the amount of health needed to revive another character or sidekick.	4
D3	Mid-Air Recovery	Allows the character to recover in mid-air by tapping the jump button.	1
F3	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
F2	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
D5	Ranged Attack Upgrade 1	Increases the damage caused by Stitch's Blaster Barrage attacks. (Tap ranged attack button.)	1
E7	Ranged Attack Upgrade 2	Increases the damage caused by Stitch's Blaster Barrage attacks. (Tap ranged attack button.)	4
C3	Repel	Repel an attacking opponent. Tap the defend button just before an attack. Requires skilled timing.	3
G1	Responder 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Responder 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
F4	Special Move Bonus 1	Increases the damage caused by Stitch's Armed and Mischievous attack. (Tap special move button.)	2
E2	Special Move Bonus 2	Increases the damage caused by Stitch's Armed and Mischievous attack. (Tap special move button.)	4
F6	Special Move Mega Bonus	Increases the damage caused by Stitch's Armed and Mischievous attack. (Tap special move button.)	6
G4	Special Move Meter Upgrade 1	Adds a portion to the Special Move meter. When filled, the character can activate a Special Move.	3
G5	Special Move Meter Upgrade 2	Adds a portion to the Special Move meter. When filled, the character can activate a Special Move.	5
F5	Special Move Meter Upgrade 3	Adds a portion to the Special Move meter. When filled, the character can activate a Special Move.	6
E3	Speedy Meter Upgrade	Increases the rate at which the Special Move meter fills when Power Pickups are obtained.	4
C2	Street Spike	Allows the character to slam a carried object into the ground by tapping the attack button.	1
B1	Super Damage Increase	Increases the destructive power of Stitch's combo attack. (Tap attack button.)	6
A3	Super Health Boost	Increases Stitch's maximum health.	3
C1	Surface Strike	Increases the damage and area of Stitch's Air Assault. (Tap the jump button, then tap the attack button.)	2
B5	Team Player	Decreases the amount of time it takes to revive another character or sidekick.	2
A5	Team Player Upgrade	Decreases the amount of time it takes to revive another character or sidekick.	4
D7	Ultra Ranged Attack Upgrade	Increases the damage caused by Stitch's Blaster Barrage attacks. (Tap ranged attack button.)	6



The Toy Box

Unlocking Toys

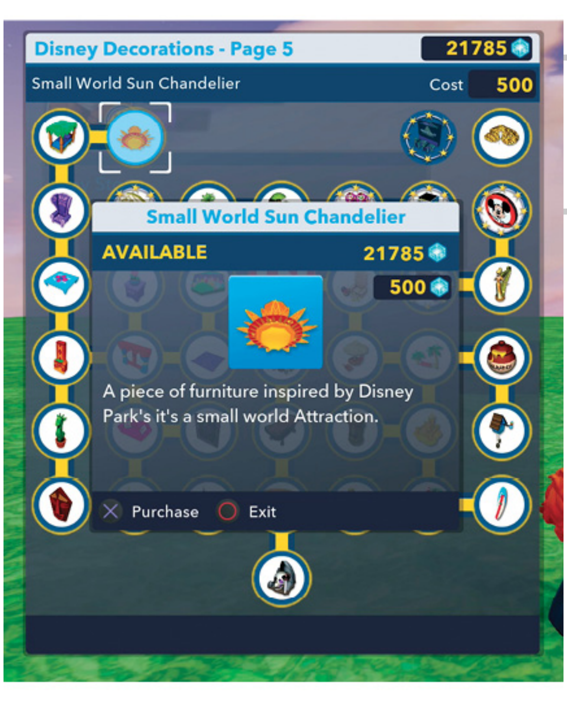
There are so many things you can do in *Disney Infinity: Toy Box 2.0 Edition.* While you can play all of the Toy Box Games, finish all of the missions from the Toy Box hosts in the Toy Box Introduction world, and decorate your INterior, there is still much more to do. In fact, the only limit is your imagination as you create your own Toy Box Worlds.



There are thousands of toys available in Disney Infinity: Toy Box 2.0 Edition. While some are available right from the start, most must be unlocked.

When you want to create in the Toy Box, you want some toys to place in your world. Therefore, you need to purchase or unlock the toys you want. There are several different ways to add toys to your Toy Box.

THE TOY STORE

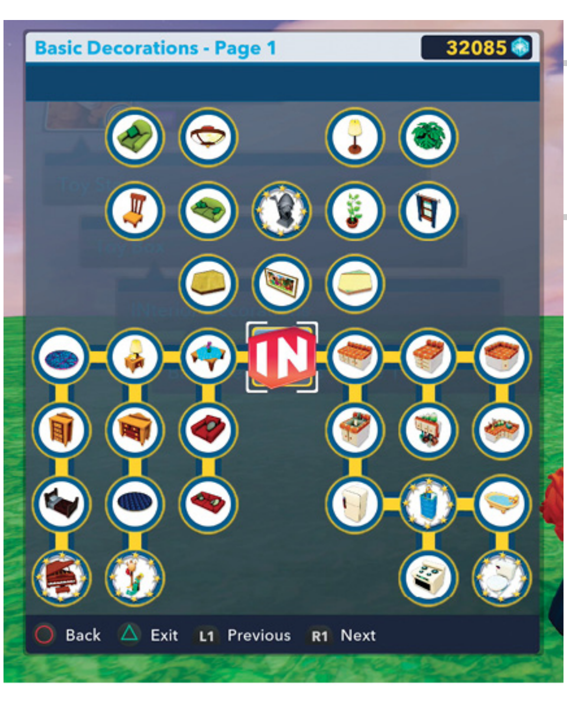

Disney Decorations - Page 5
21785
Small World Sun Chandelier
Cost 500
Small World Sun Chandelier
AVAILABLE
21785
500
A piece of furniture inspired by Disney Park's it's a small world Attraction.
Purchase
Exit

Spend all those blue Sparks at the Toy Store. What else are you going to use them for?

One way to unlock toys is to go to the Toy Store and purchase them. The blue Sparks you collect as you play in the Toy Box Games, as well as by completing the Toy Box host missions, are the currency you use to purchase toys. Some toys are inexpensive while others are quite costly. The Toy Box is organized into pages. Each page is similar to the Skill Trees used by the characters. Some toys can be purchased right away. Other toys require that you first purchase some toys along the tree in order to get to them.

Note

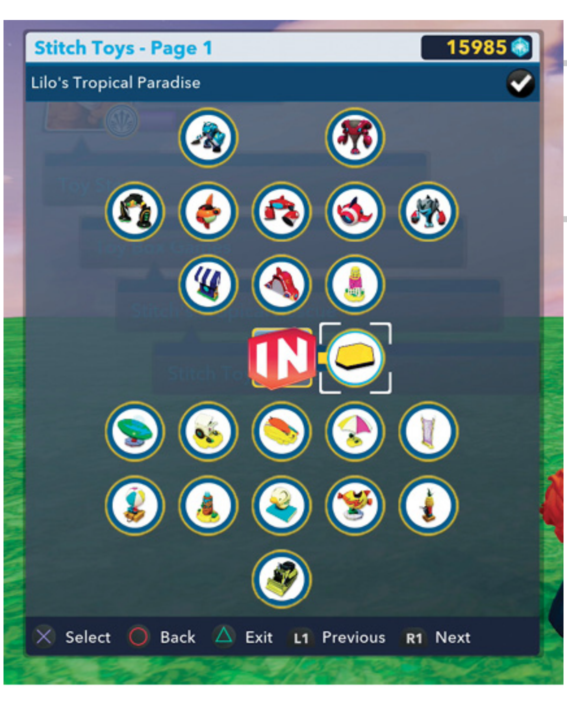
Not all toys can be purchased in the Toy Box. Some have to be earned by completing tasks or feats. Other toys must be unlocked in other ways and then are available for purchase.



Purchase INterior decorations to customize your INterior and get it exactly how you want it.

When purchasing toys, it is important to understand that there are two main categories of toys. Many of the toys are able to be placed within any Toy Box. However, there is a special category of toys called INterior decorations. These can only be used in your INterior. These include the various rooms you can use to add on to create your INterior as well as all of the items and themes you can use to decorate the rooms of your INterior. Many of the decorations are themed to help you create a room where the walls, floor, trim, and furniture and wall decorations are all coordinated.

UNLOCKING TOYS

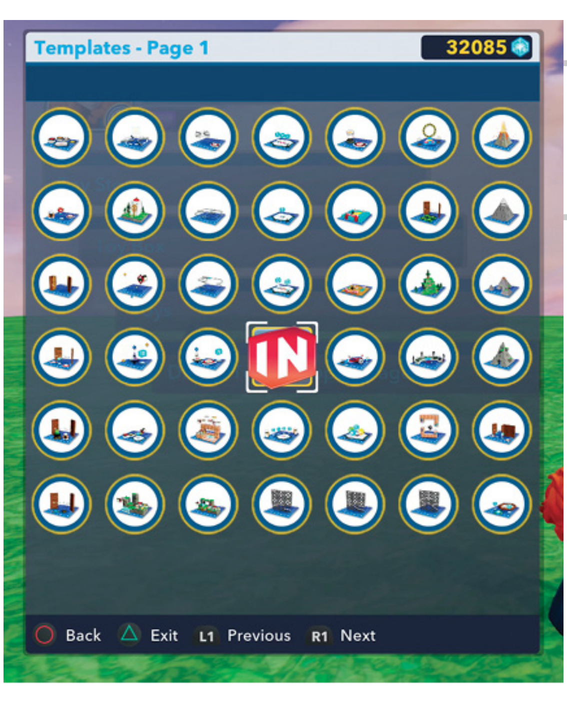


Stitch Toys can only be unlocked by playing the Stitch's Tropical Rescue Toy Box Game.

Some toys can't be purchased: they must be earned as a reward. Others can only be unlocked by completing missions in the Toy Box Introduction or by playing the Toy Box Games. When you go into the Toy Store, these toys are not connected in the toy trees for purchase. If you want them, you will have to earn them.

Note

Marvel toys appear on specific pages in the Toy Store. In order to gain access to these toys, you must have Marvel Play Sets and/or Marvel Toy Box Games. Then when you place the Play Set piece or Toy Box Game on the Disney Infinity base and play these games, you unlock access to these pages. Some of the toys are earned by playing while others still have to be purchased once they are unlocked.



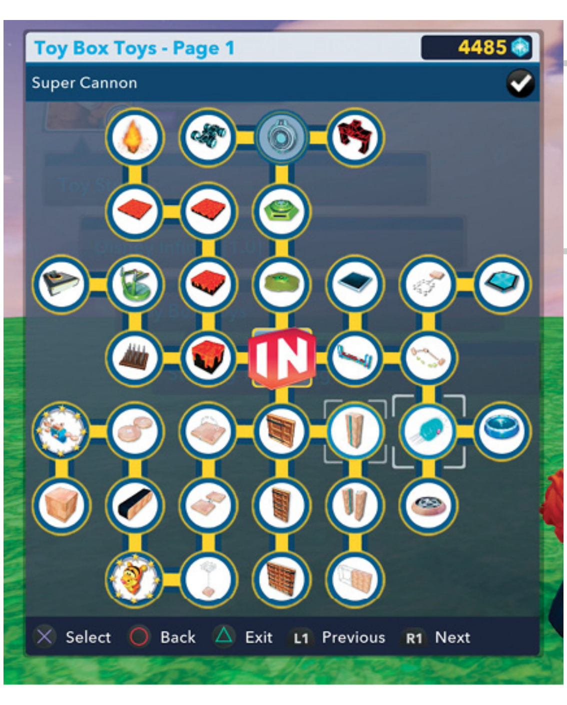
Templates can't be purchased. Instead, you get them by purchasing or otherwise acquiring other toys.

Several toys can't be purchased or earned. Builders, creators, and templates are acquired in a unique way. Each of these use several different toys. When you purchase all of the toys required for them, then the builders, creators, or templates are granted to you. They unlock automatically and there is no need to purchase them. Builders and creators are usually in the middle or at the end of a tree of toys so that by the time you reach them, you have already purchased the needed toys. Templates are found on two separate pages—there are a lot of them. They are not linked together in a tree. Instead, when you unlock all of the Creativi-Toys and other toys that are used by a template, the template becomes available for you to add to your Toy Box Worlds.

Tip

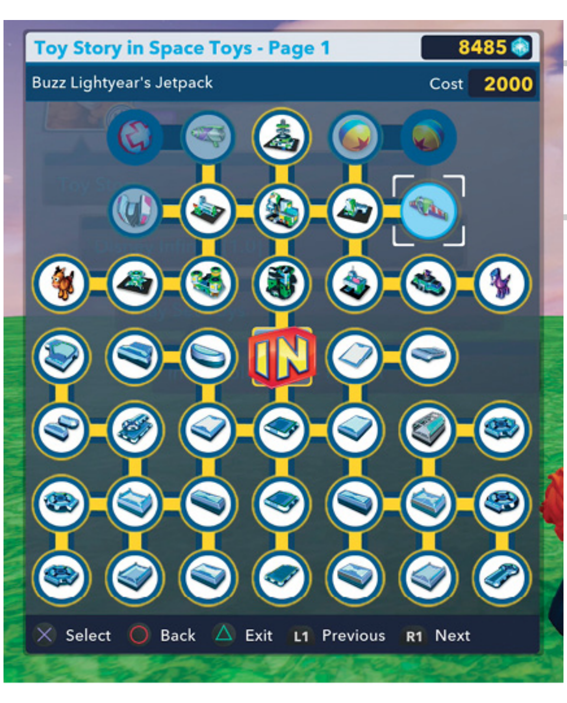
Be sure to complete all of the Toy Box host missions in the Toy Box Introduction world. You unlock some toys that would be very expensive if you had to purchase them.

DISNEY INFINITY 1.0 TOYS



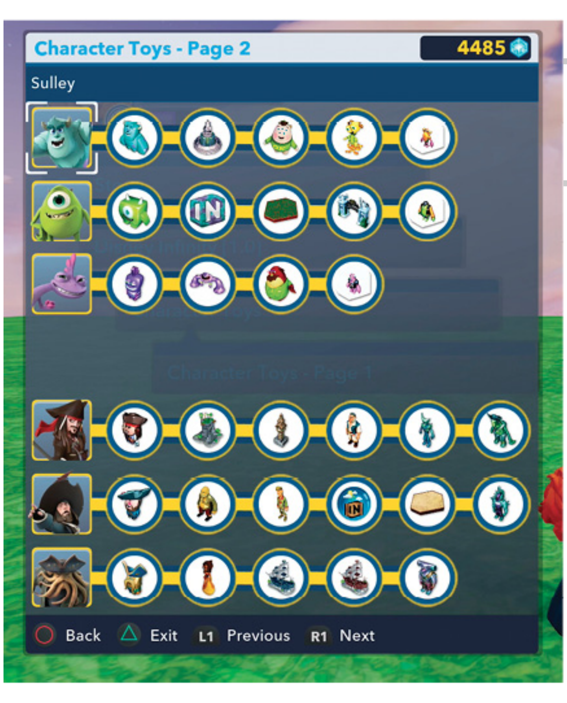
If you have Disney Infinity 1.0, you can access all the toys from that game as well. If not, you can still spend blue Sparks to get them.

Many of the toys in the Toy Store are from *Disney Infinity 1.0*. These are all available for purchase. However, if you have the original *Disney Infinity*, you can unlock a lot of these toys. If *Disney Infinity: Toy Box 2.0 Edition* detects that you have a Disney Infinity account on your game system, you automatically unlock all of the Toy Box toys from *Disney Infinity 1.0*—there are twelve pages of these toys. In addition, when you first play the game, you automatically get five pages of Starting toys whether you had *Disney Infinity 1.0* or not.



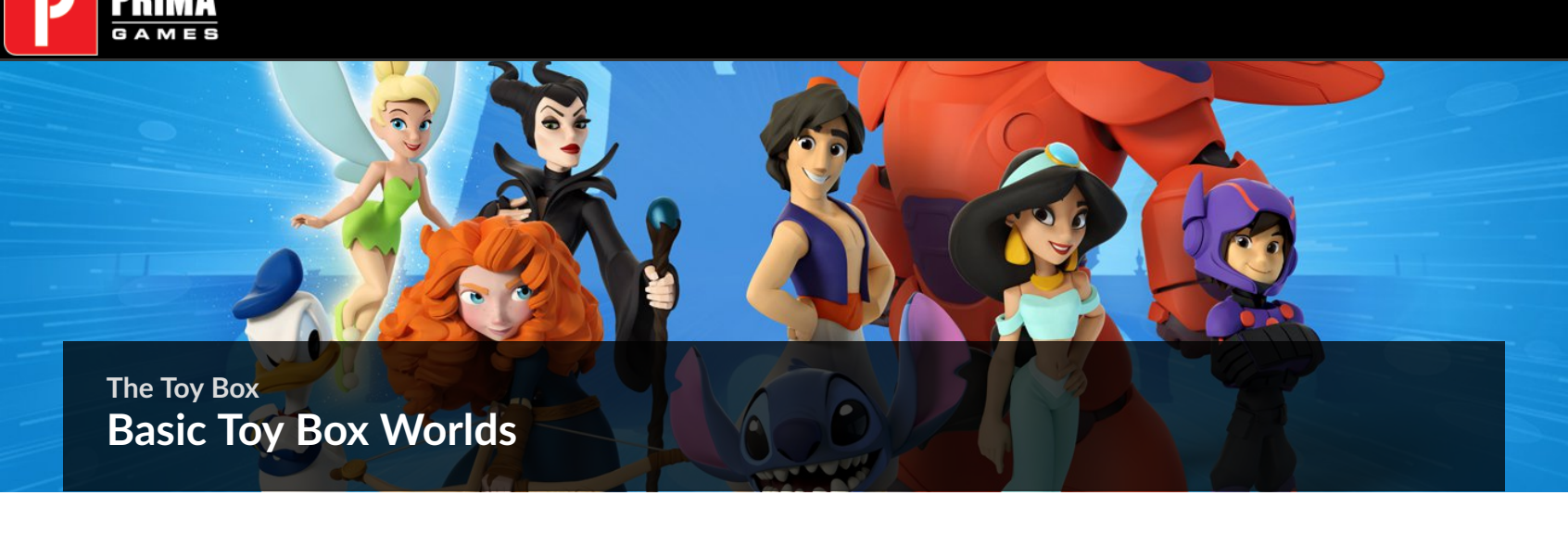
Toys from the Disney Infinity 1.0 Play Sets can add a lot to your Toy Box Worlds.

In *Disney Infinity 1.0*, you could unlock lots of toys by playing through the various Play Sets. While they are available to all players for purchase in the Toy Store, if you have those Play Sets, all you have to do is place one of the Play Set pieces on the Disney Infinity base to unlock all of the Play Set toys from that Play Set. No need to purchase them. They are yours without spending a single blue Spark.



Some toys are linked to Disney Infinity 1.0 characters.

Finally, you can unlock the character toys by placing characters from *Disney Infinity 1.0* onto the Disney Infinity base. These often include townspeople, items, and textures related to the characters. If you don't have all of these characters, don't worry—you can still purchase these toys.

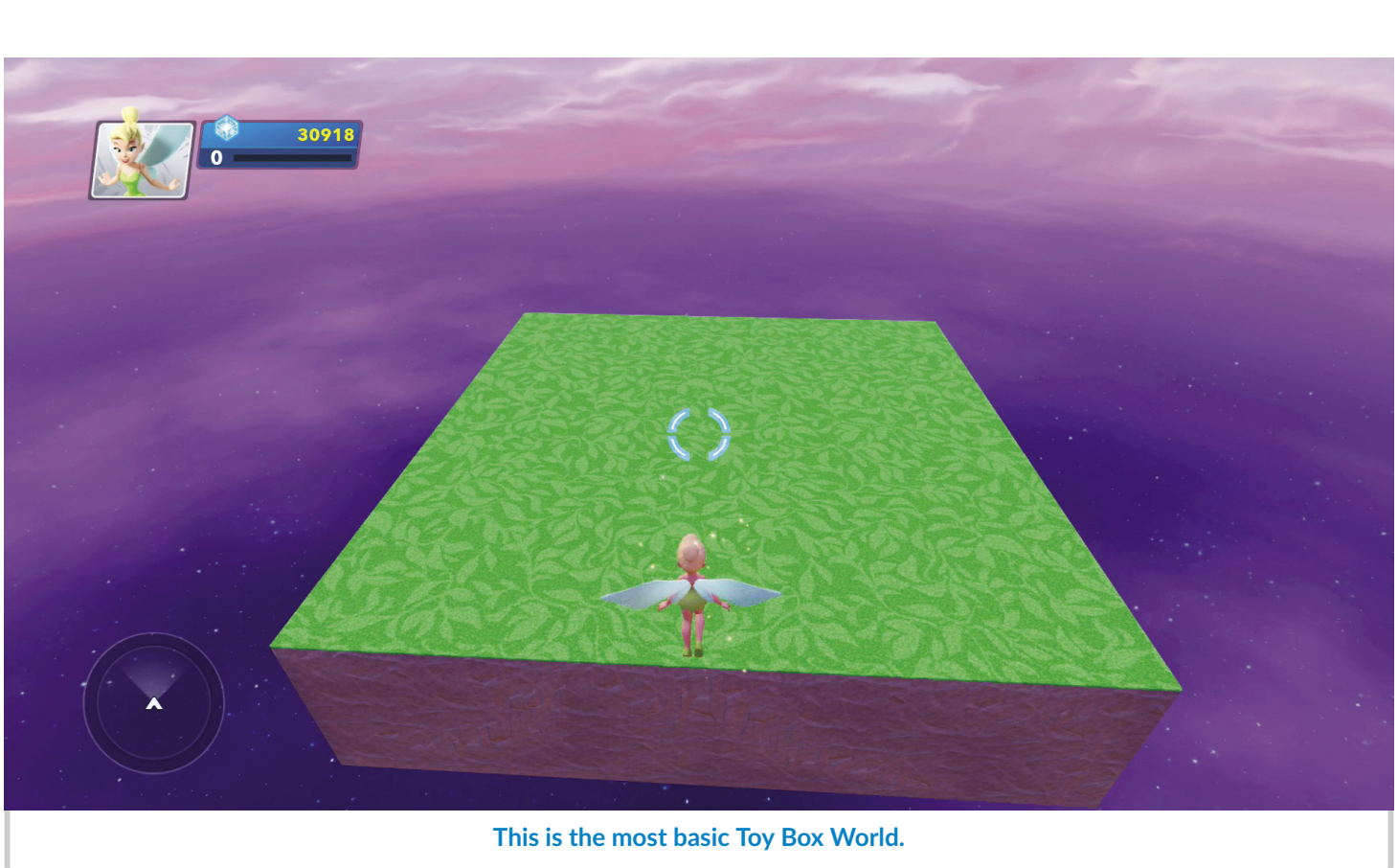


The Toy Box

Basic Toy Box Worlds

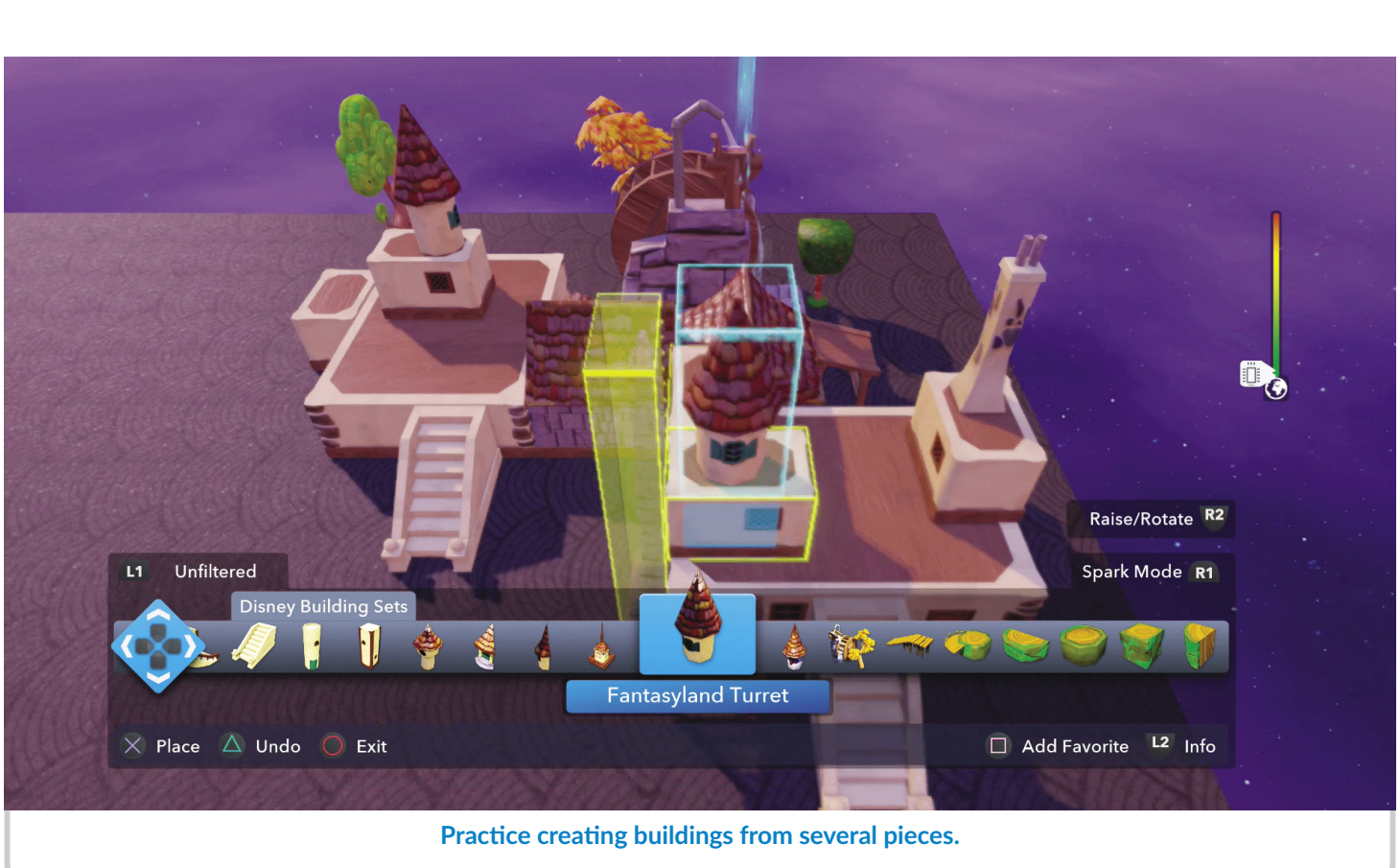
The Toy Box Introduction gives you a great example of some of the many things you can do in the Toy Box. When you want to create your very own Toy Box World, you can use one of the basic worlds to help you get started. Some of these worlds are quite detailed, while others are just starters that you can then build up how you want from the ground up—literally.

EMPTY TOY BOX



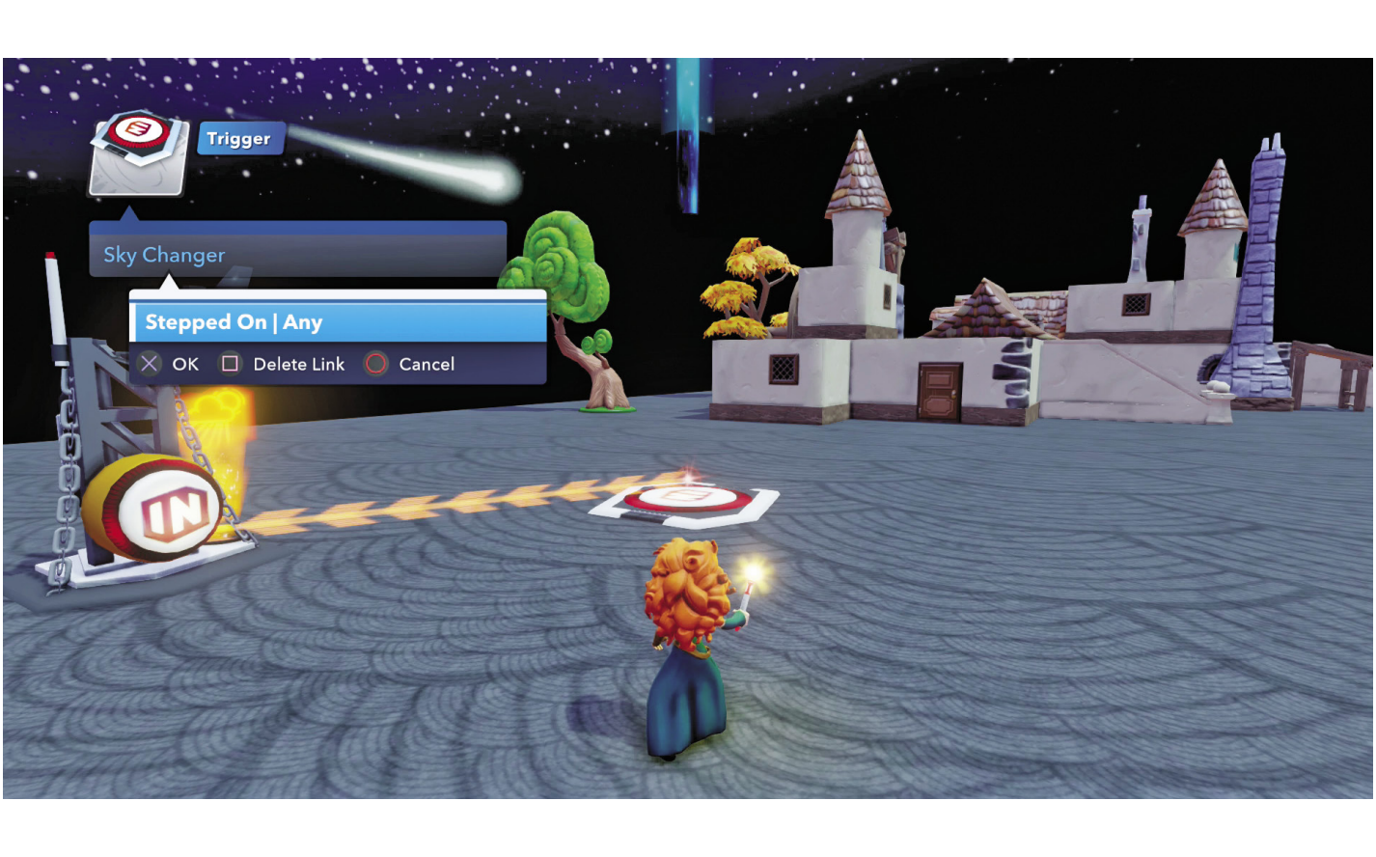
This is the most basic Toy Box World.

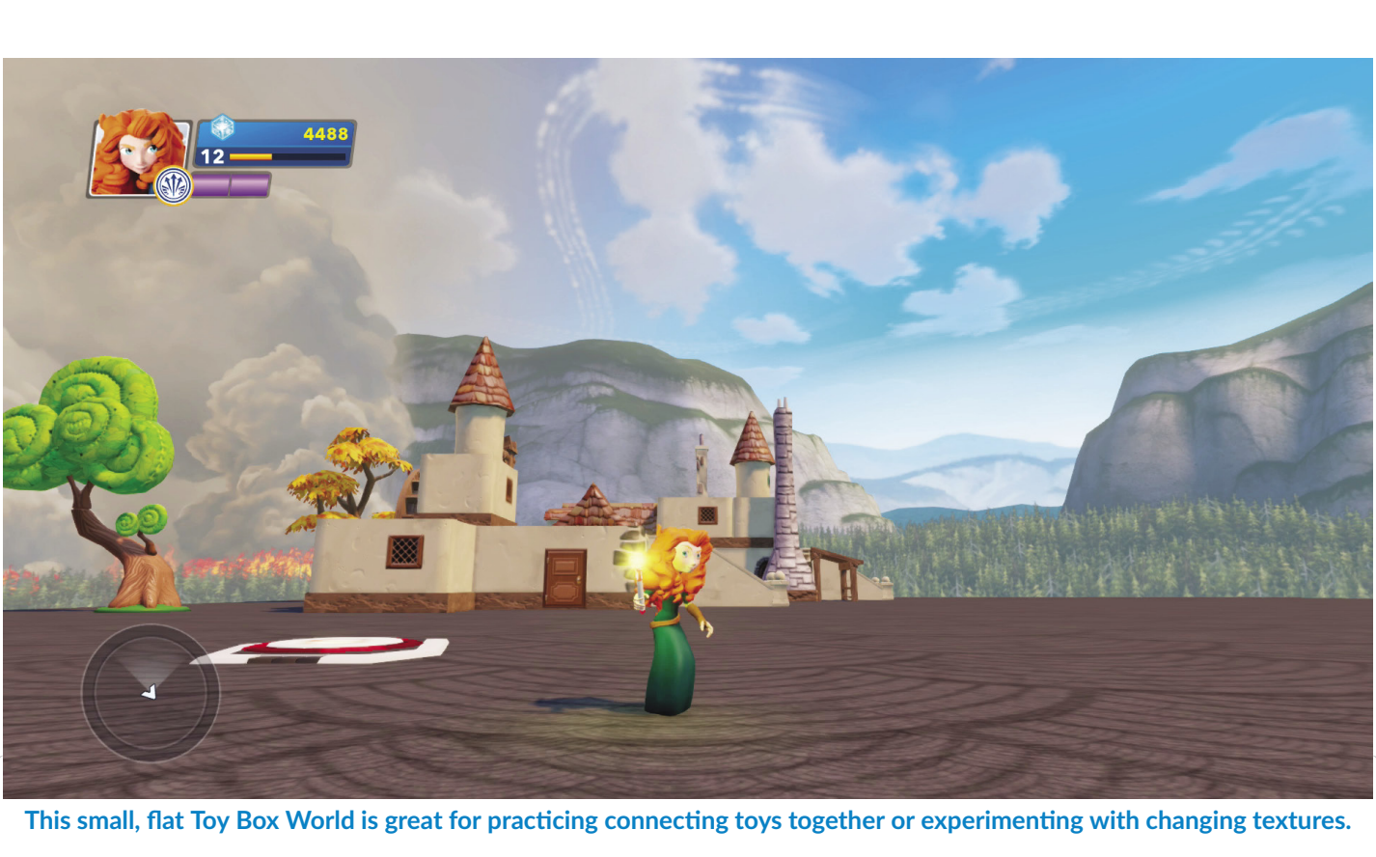
This Toy Box contains a few large pieces of flat terrain that create a small square of land. This is the best place to start if you want to create a world from scratch and don't want anything in your way. Add the terrain how you want it and then start placing toys.



Practice creating buildings from several pieces.

The Empty Toy Box is a great place to practice your creation skills and experiment with various types of toys. Try connecting toys so they interact with one another. The flat terrain is also great for templates because some need a large, flat area.



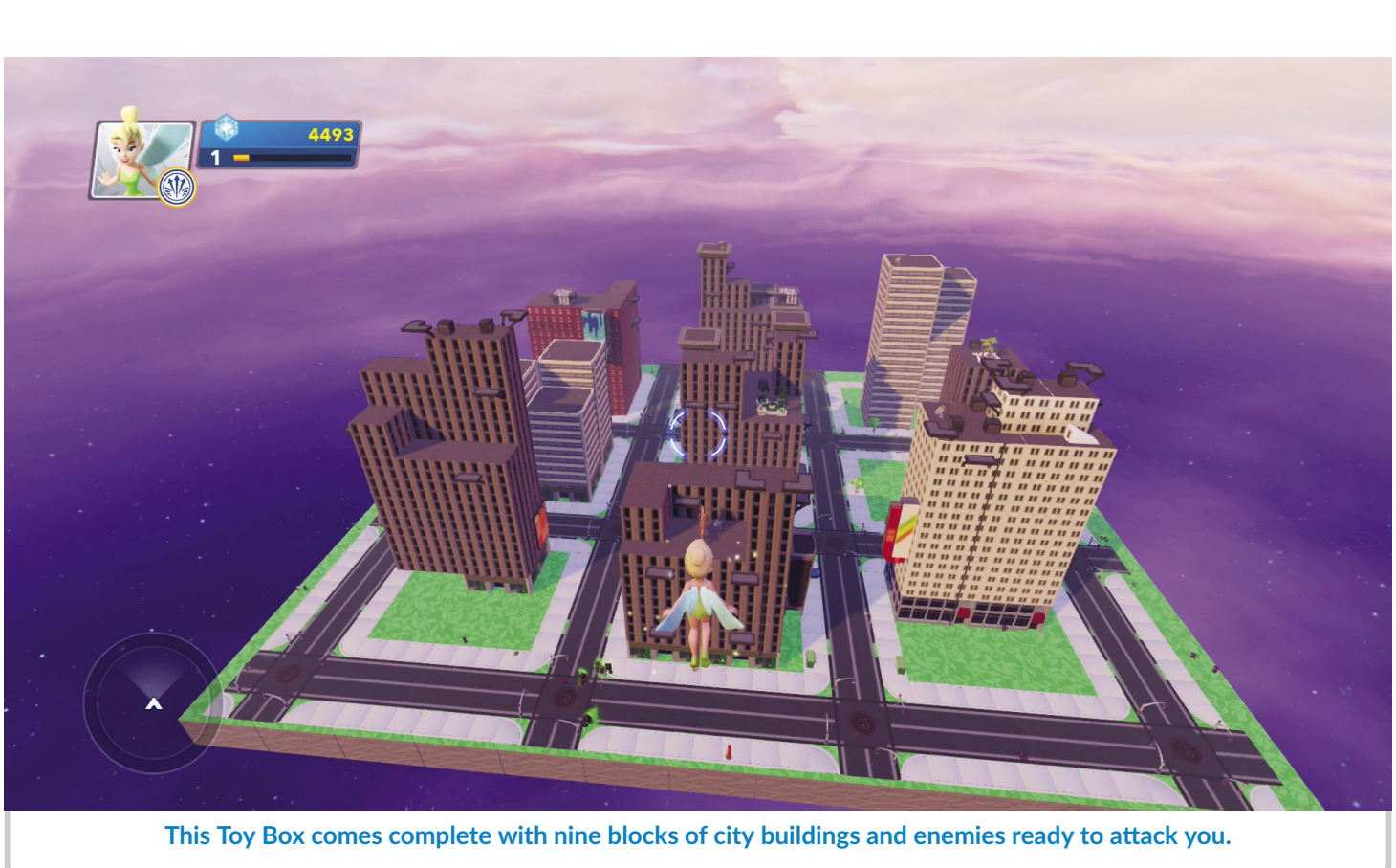


This small, flat Toy Box World is great for practicing connecting toys together or experimenting with changing textures.

Tip

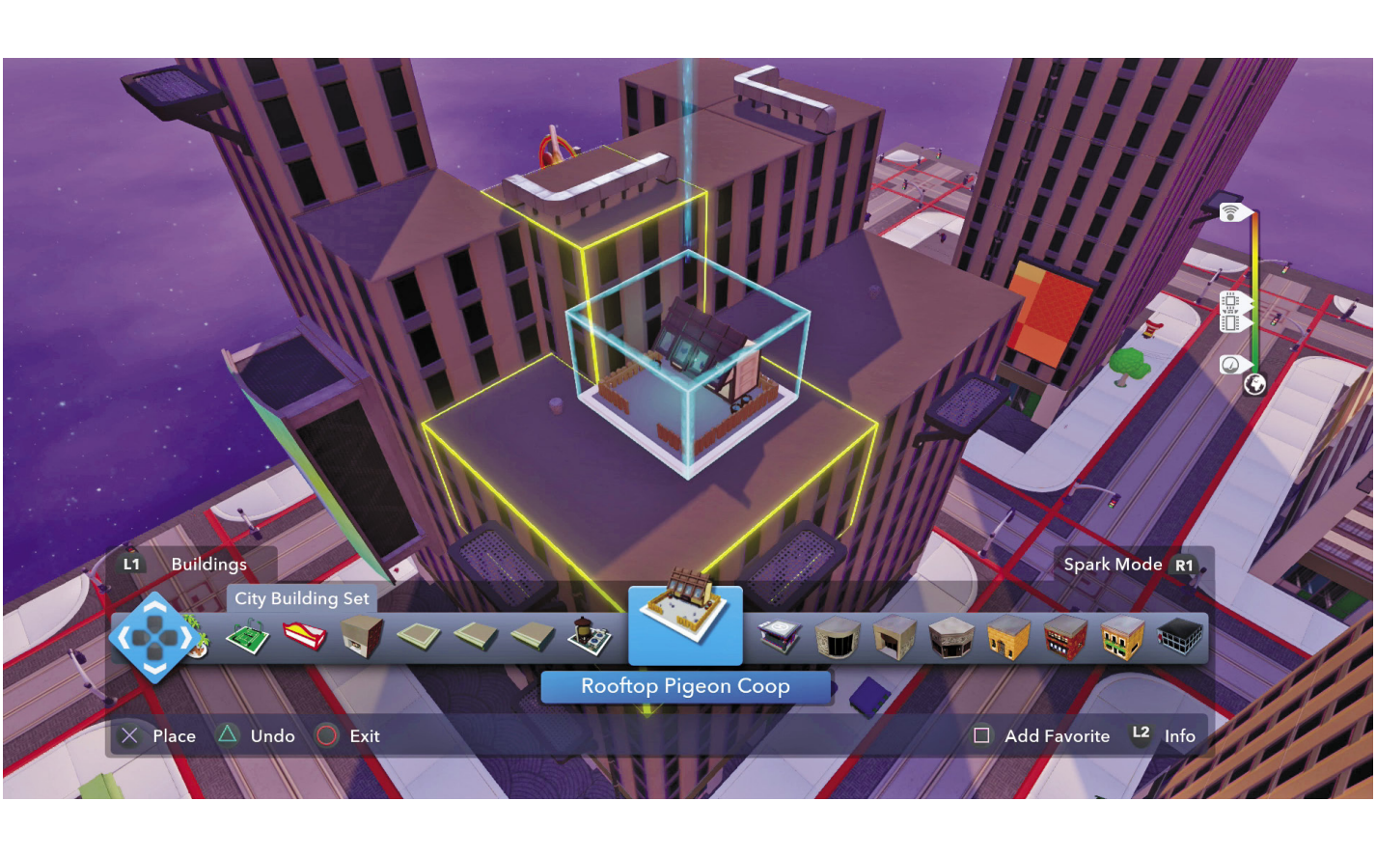
While other Toy Box Worlds are great for beginners because they do a lot of the work for you, the Empty Toy Box is a favorite of more experienced players. Many consider it a laboratory for testing out concepts on a smaller scale which they can then apply to larger, more complete worlds.

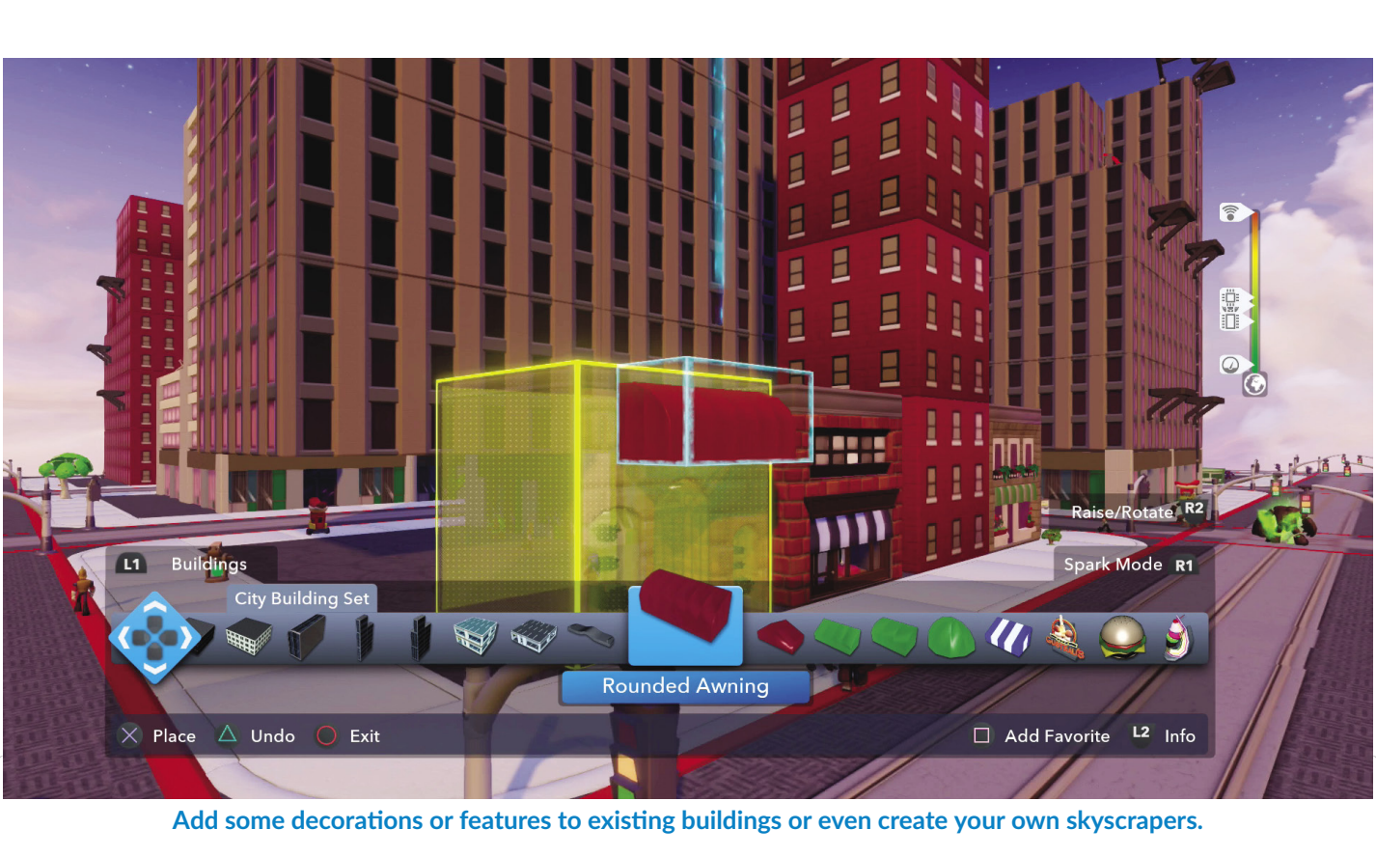
NEW CITY TOY BOX



This Toy Box comes complete with nine blocks of city buildings and enemies ready to attack you.

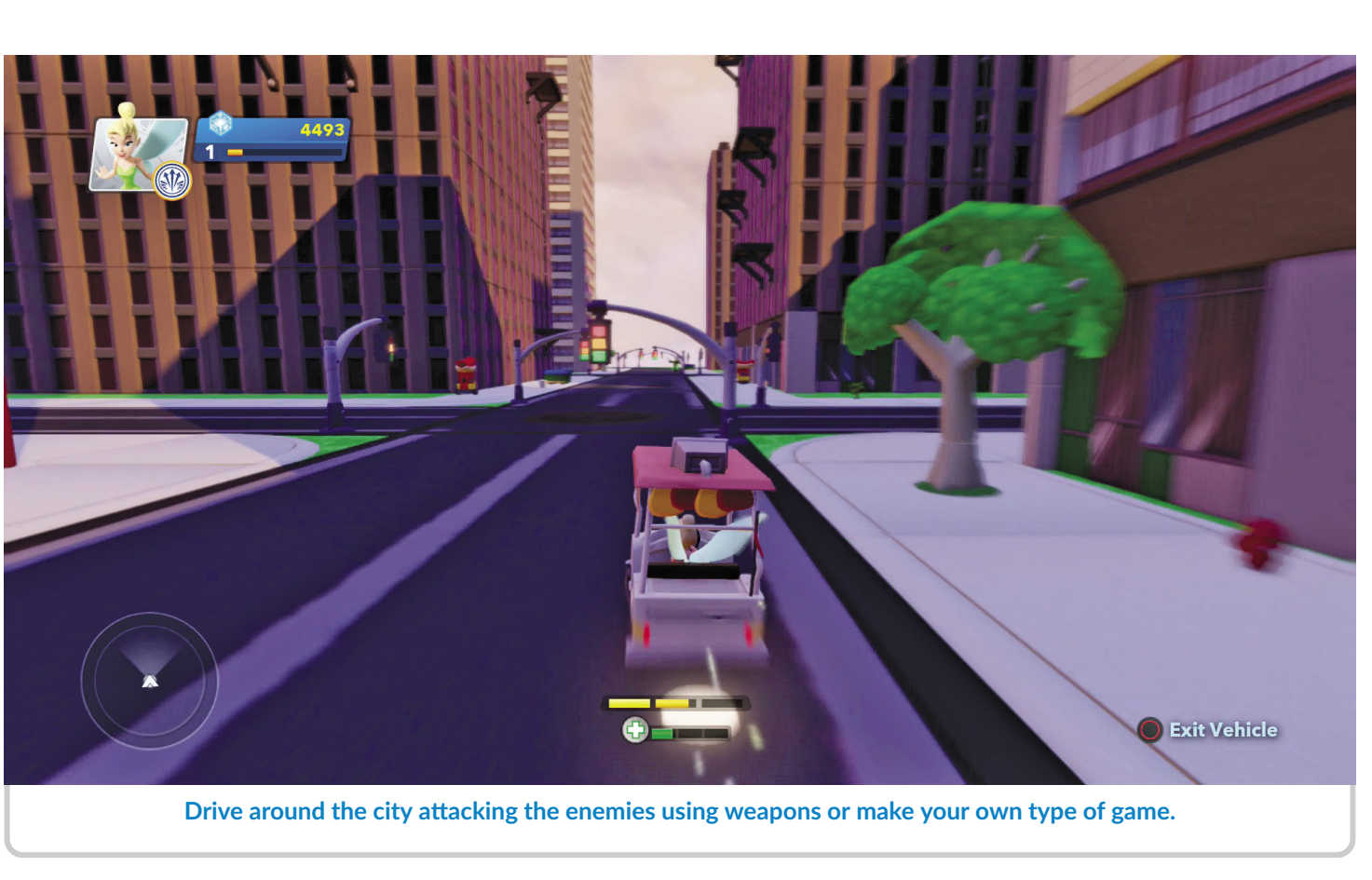
Select this Toy Box if you need a city. It lays out a grid of streets and then generates several tall buildings, complete with decorations. This takes a lot of the time and work out of making a city. Then you can go ahead and modify it and decorate it as much as you like.





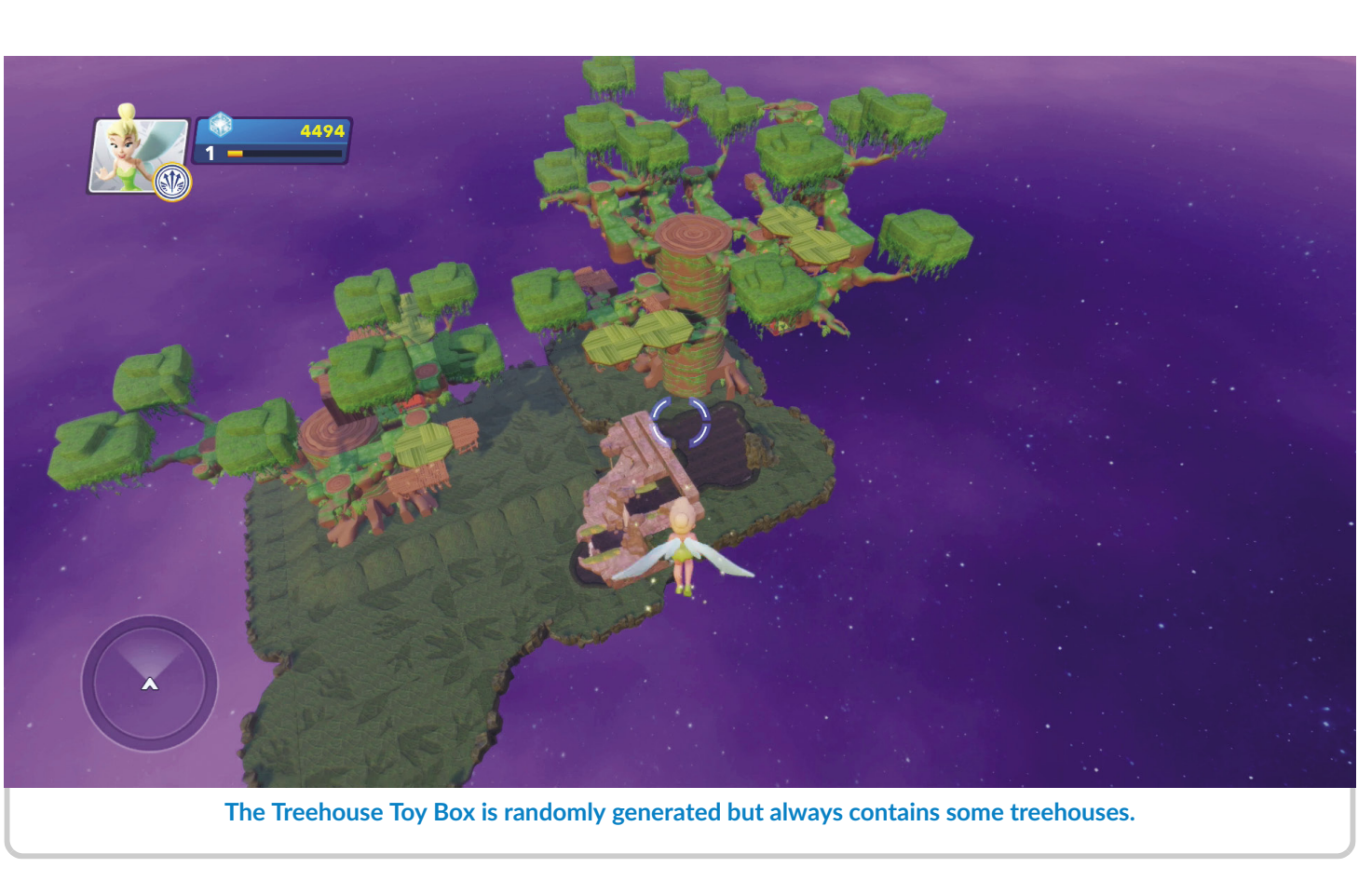
Add some decorations or features to existing buildings or even create your own skyscrapers.

This world also comes complete with enemies. This allows you to practice combat in an urban setting and try out different moves while also collecting Sparks for your efforts. In fact, with the streets, this Toy Box World can even be used for vehicle combat. Add some Creativi-Toys or a template and this is great for making a game of your own.



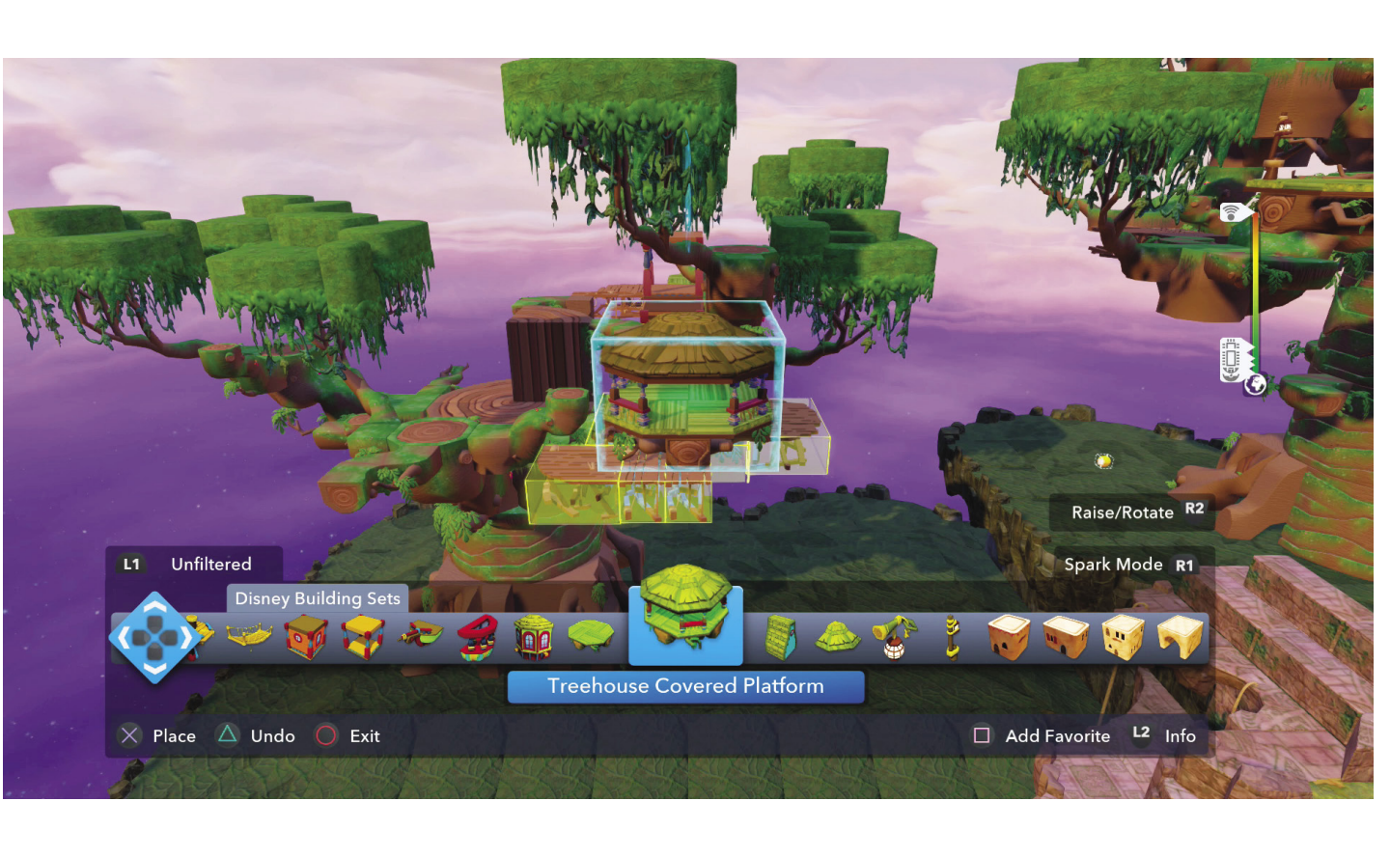
Drive around the city attacking the enemies using weapons or make your own type of game.

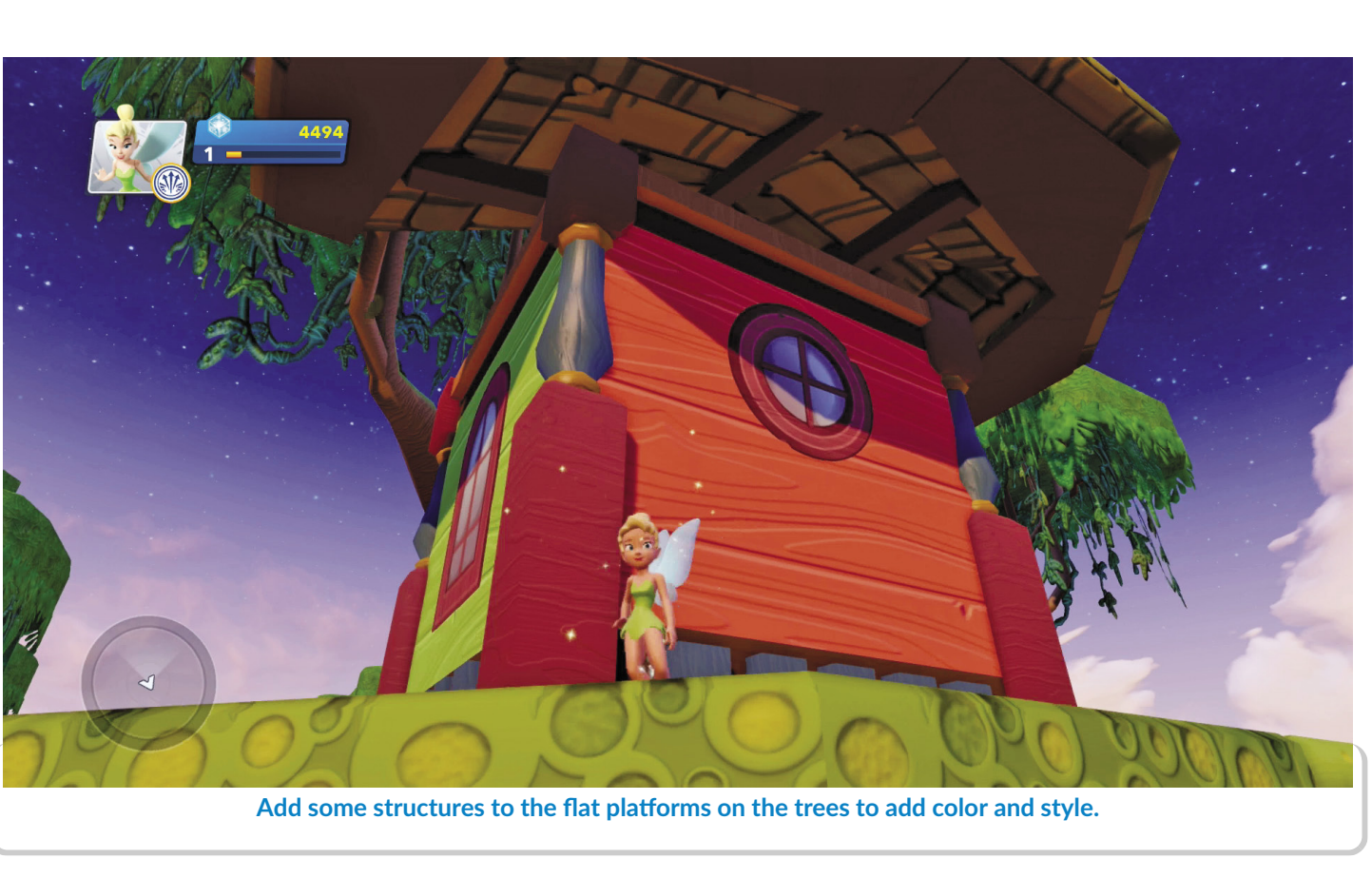
NEW TREEHOUSE TOY BOX



The Treehouse Toy Box is randomly generated but always contains some treehouses.

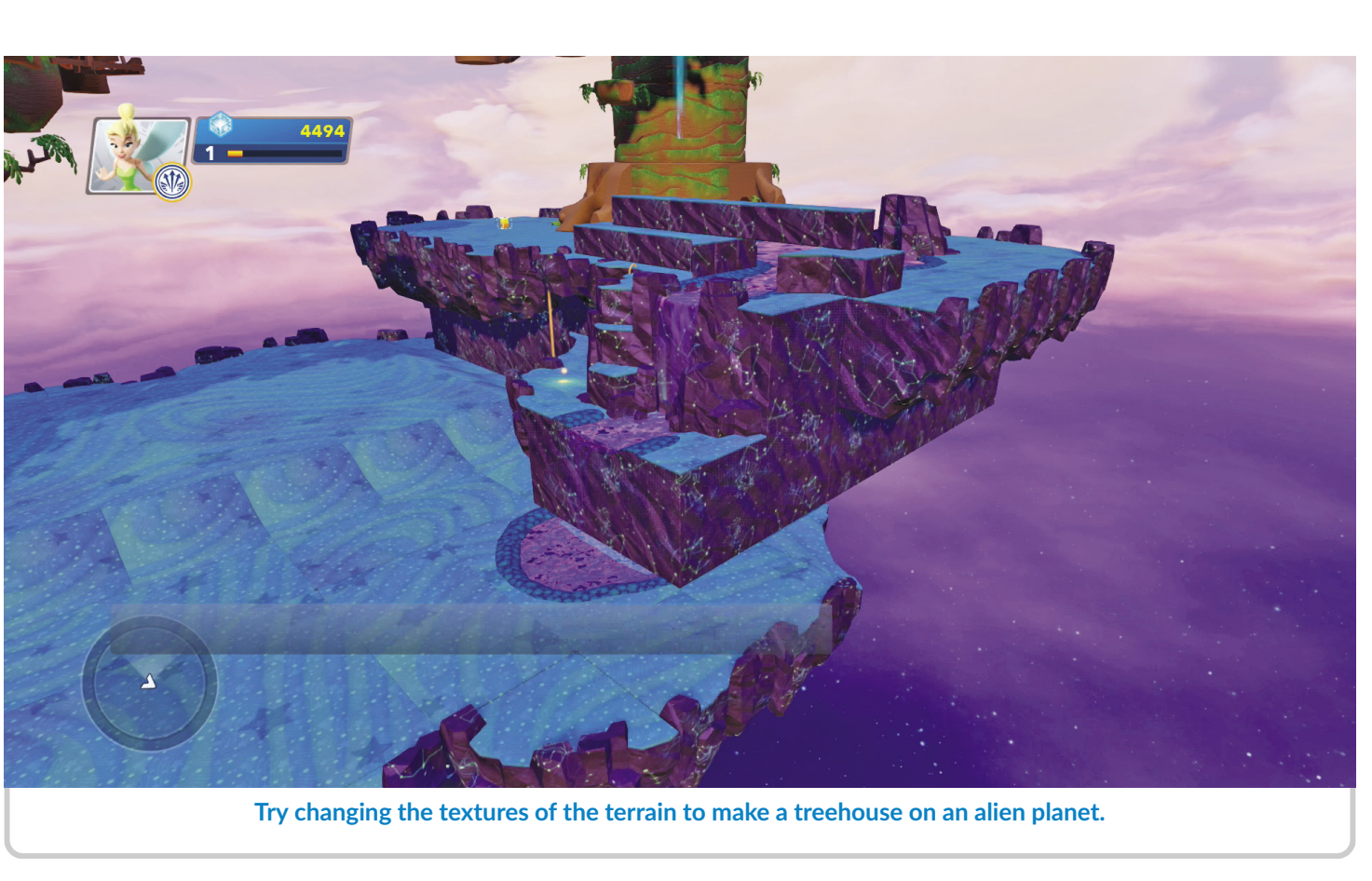
Treehouses are automatically generated when you open this Toy Box. You can then use their giant trees for creating games or other activities. Or try connecting the trees with rails and make a fun roller-coaster-like experience. The Toy Box provides the treehouses—you provide the fun.





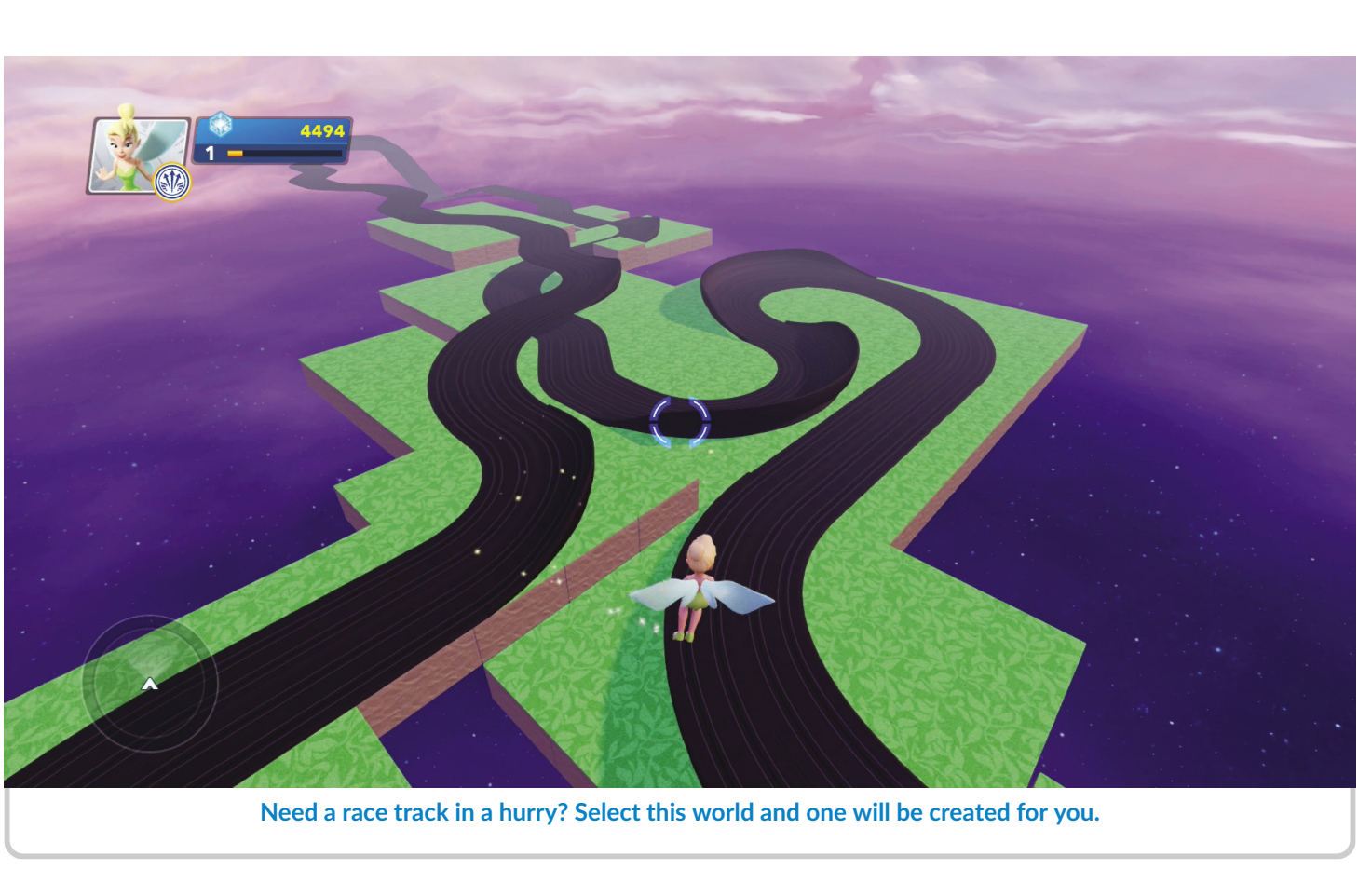
Add some structures to the flat platforms on the trees to add color and style.

While the Toy Box does provide treehouses, they can be somewhat bland. Therefore, think of this world as a starting place and then add to the trees and terrain to customize it and make it more detailed.



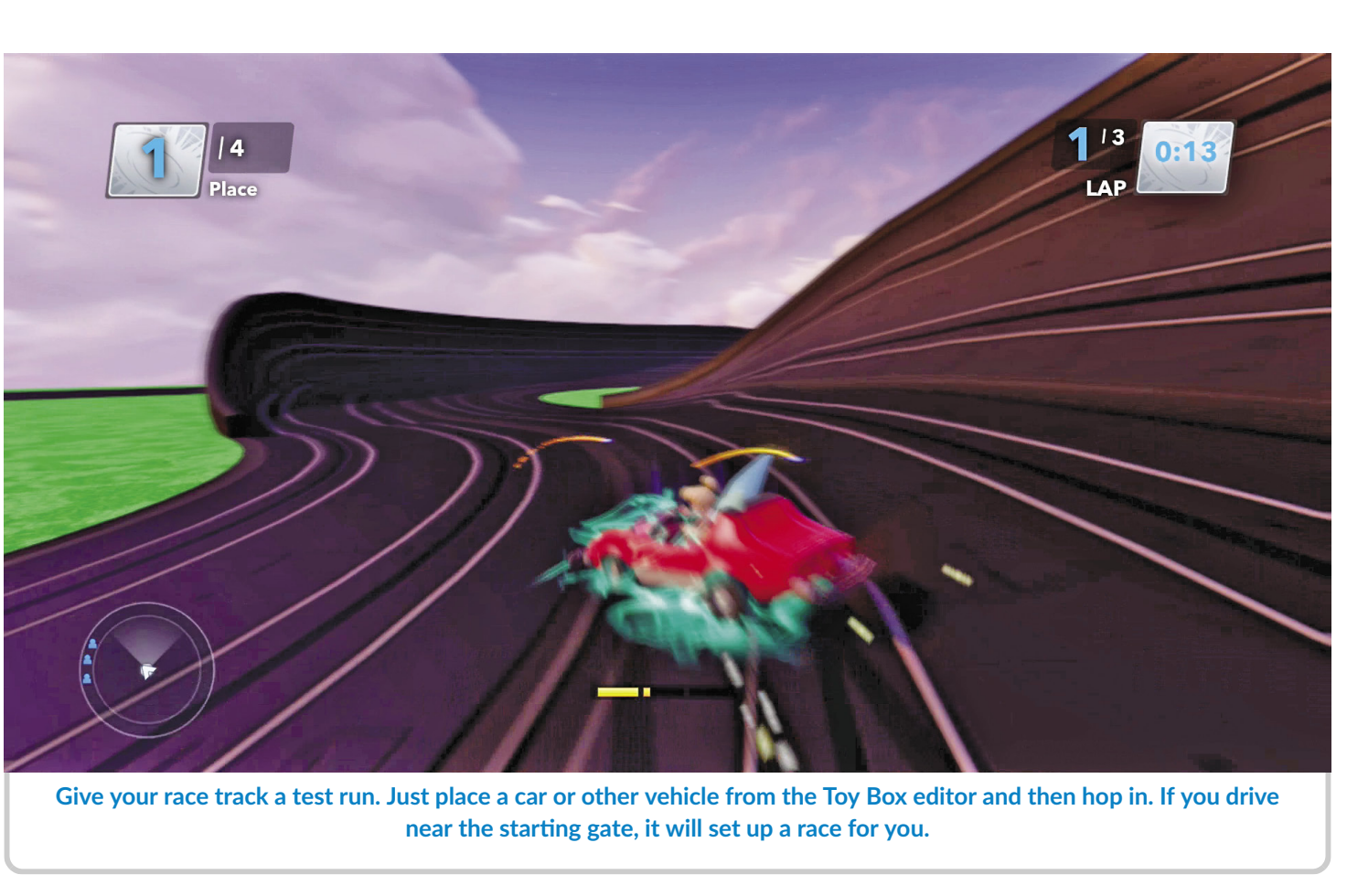
Try changing the textures of the terrain to make a treehouse on an alien planet.

NEW RACE TRACK TOY BOX



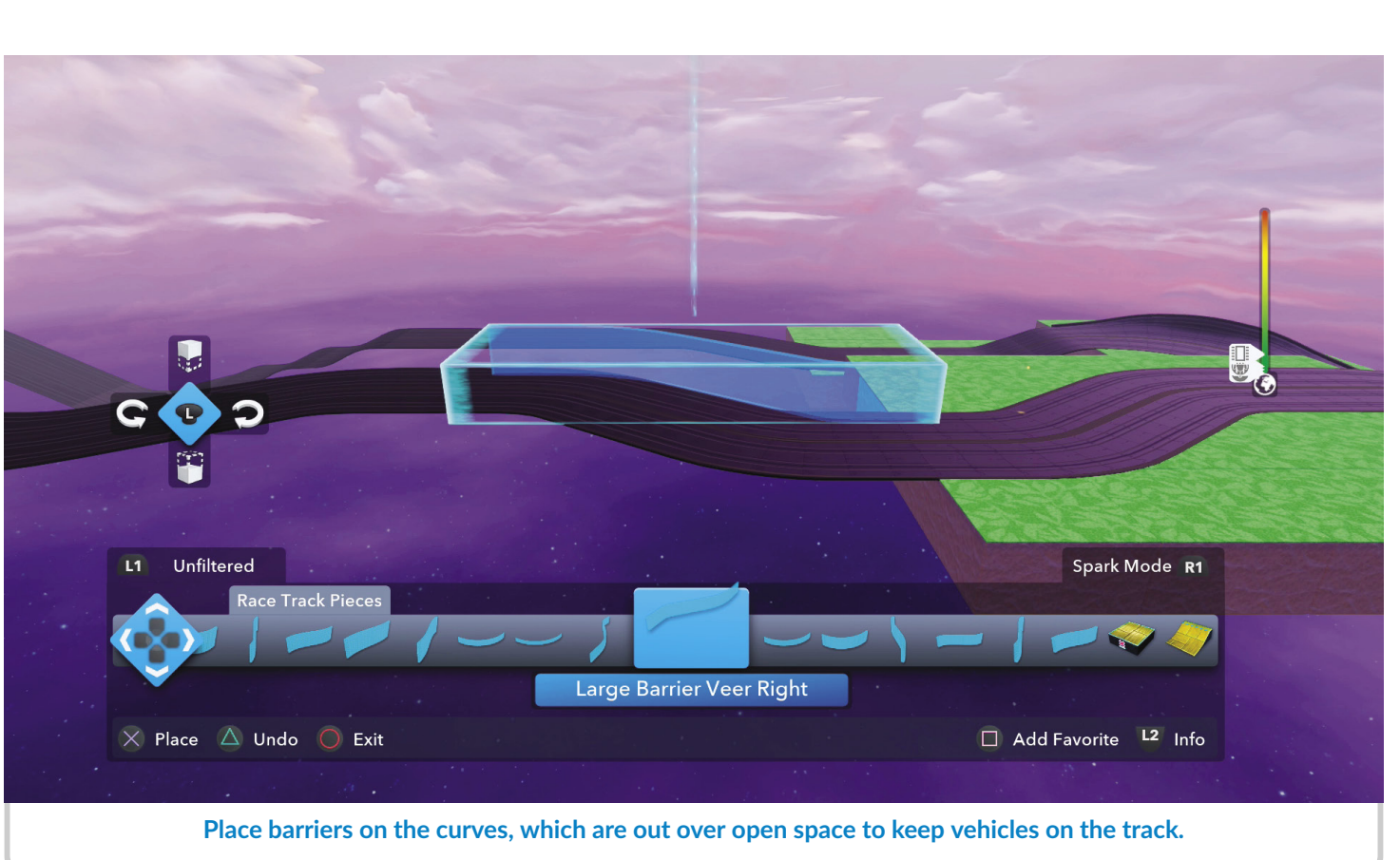
Need a race track in a hurry? Select this world and one will be created for you.

This Toy Box automatically constructs a race track along with some simple terrain underneath the track pieces. The track is ready for racing. All you need to do is supply the vehicles and any decorations to customize this experience.

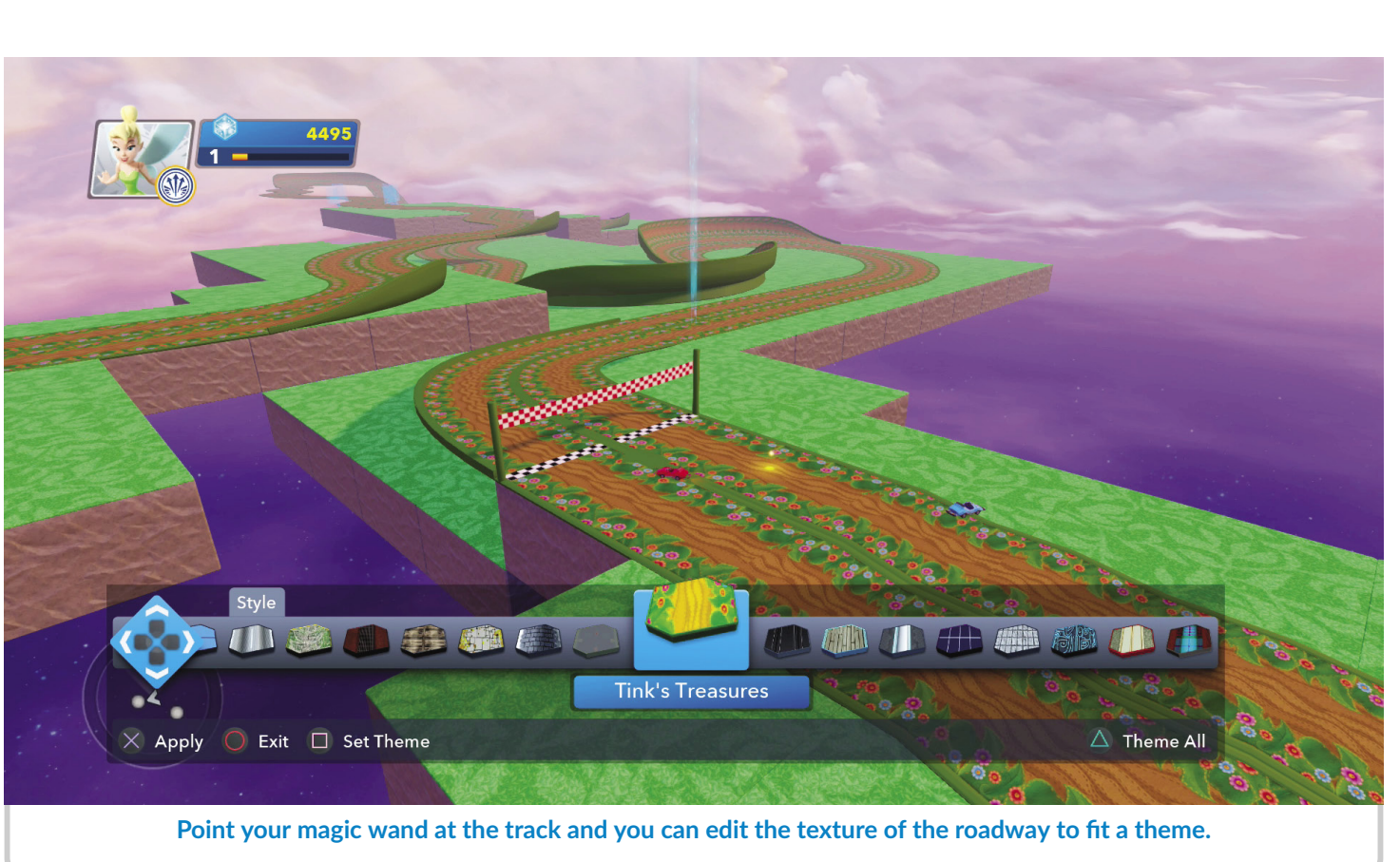


Give your race track a test run. Just place a car or other vehicle from the Toy Box editor and then hop in. If you drive near the starting gate, it will set up a race for you.

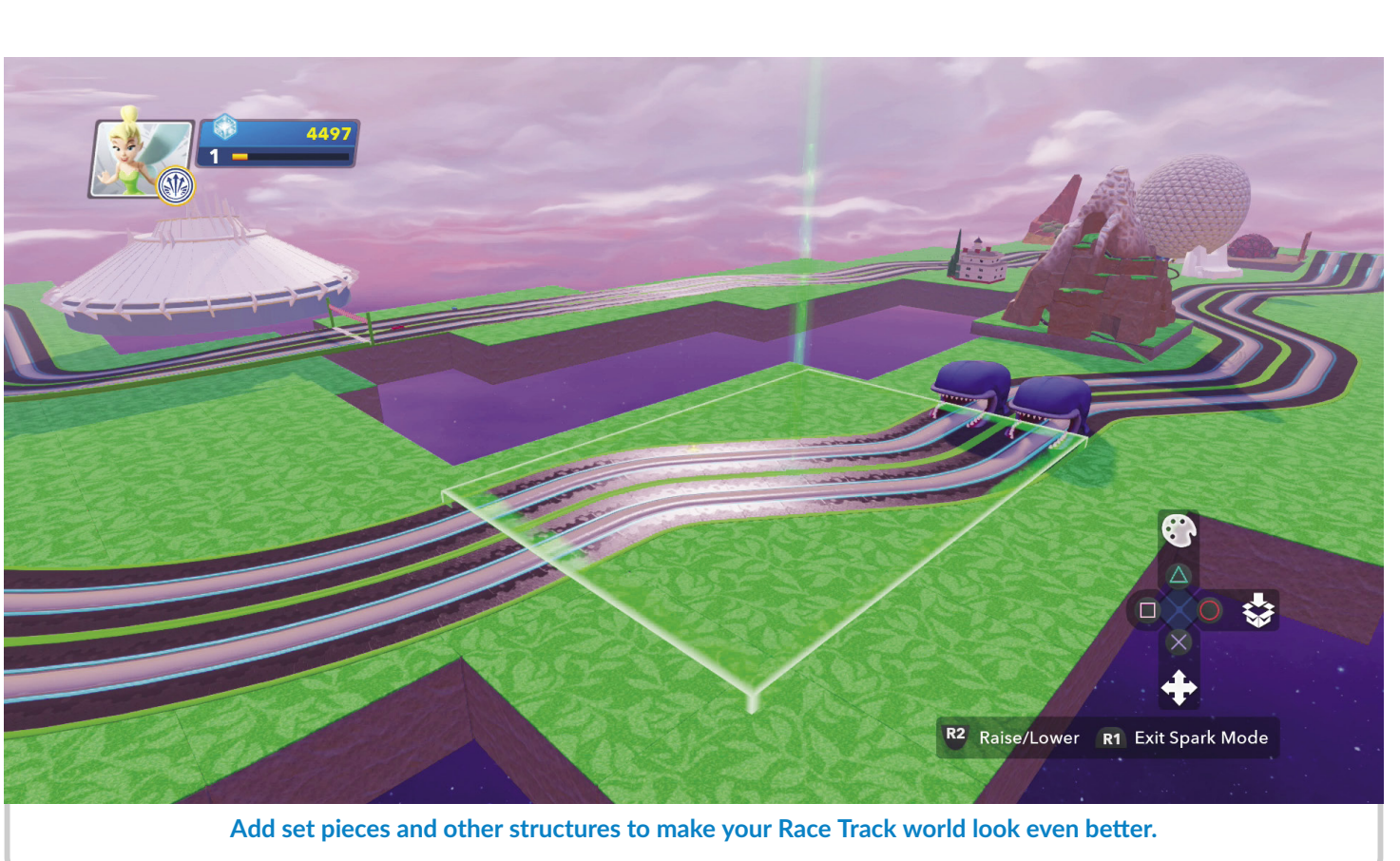
While the track may not be exactly what you want, it is a great starting point. Cut out parts and add your own track features. By combining track with terrain, buildings, and other decorations, you can create a very cool racing Toy Box World.



Place barriers on the curves, which are out over open space to keep vehicles on the track.



Point your magic wand at the track and you can edit the texture of the roadway to fit a theme.

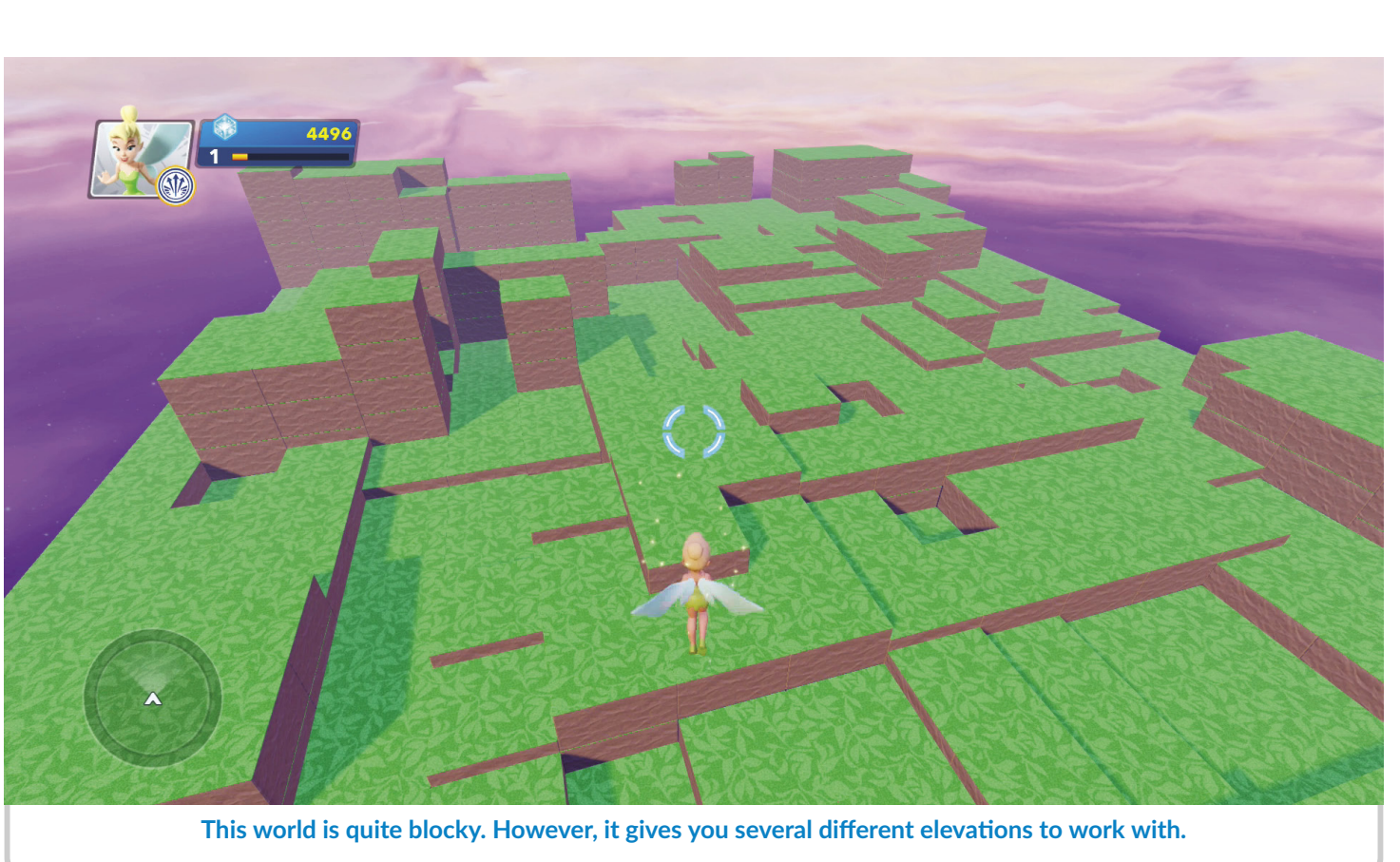


Add set pieces and other structures to make your Race Track world look even better.

Tip

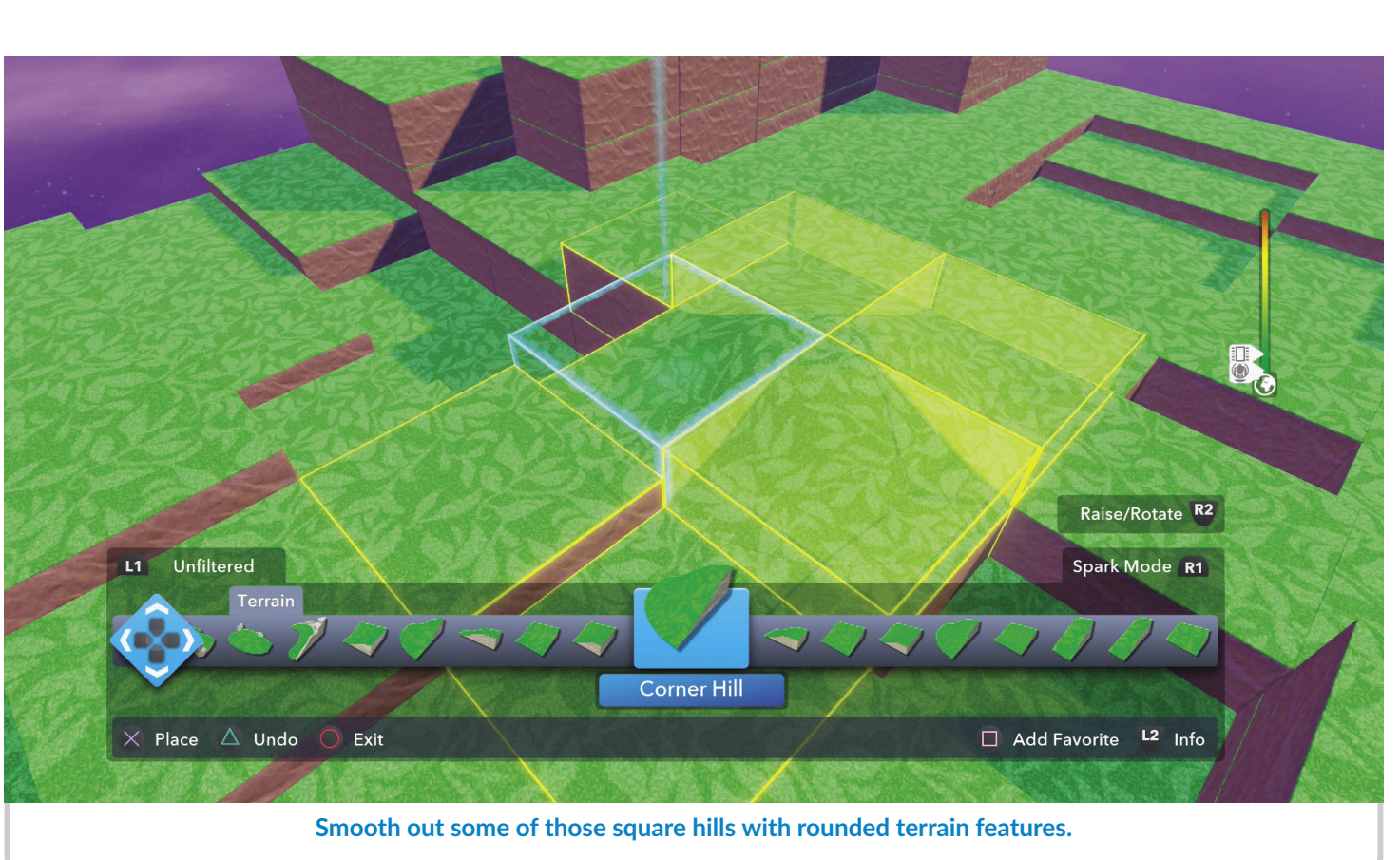
In addition to adding structures and decorations around the race track, try adding terrain features. You could even have the race track go through a cave or tunnel carved into a mountain.

NEW TERRAIN TOY BOX



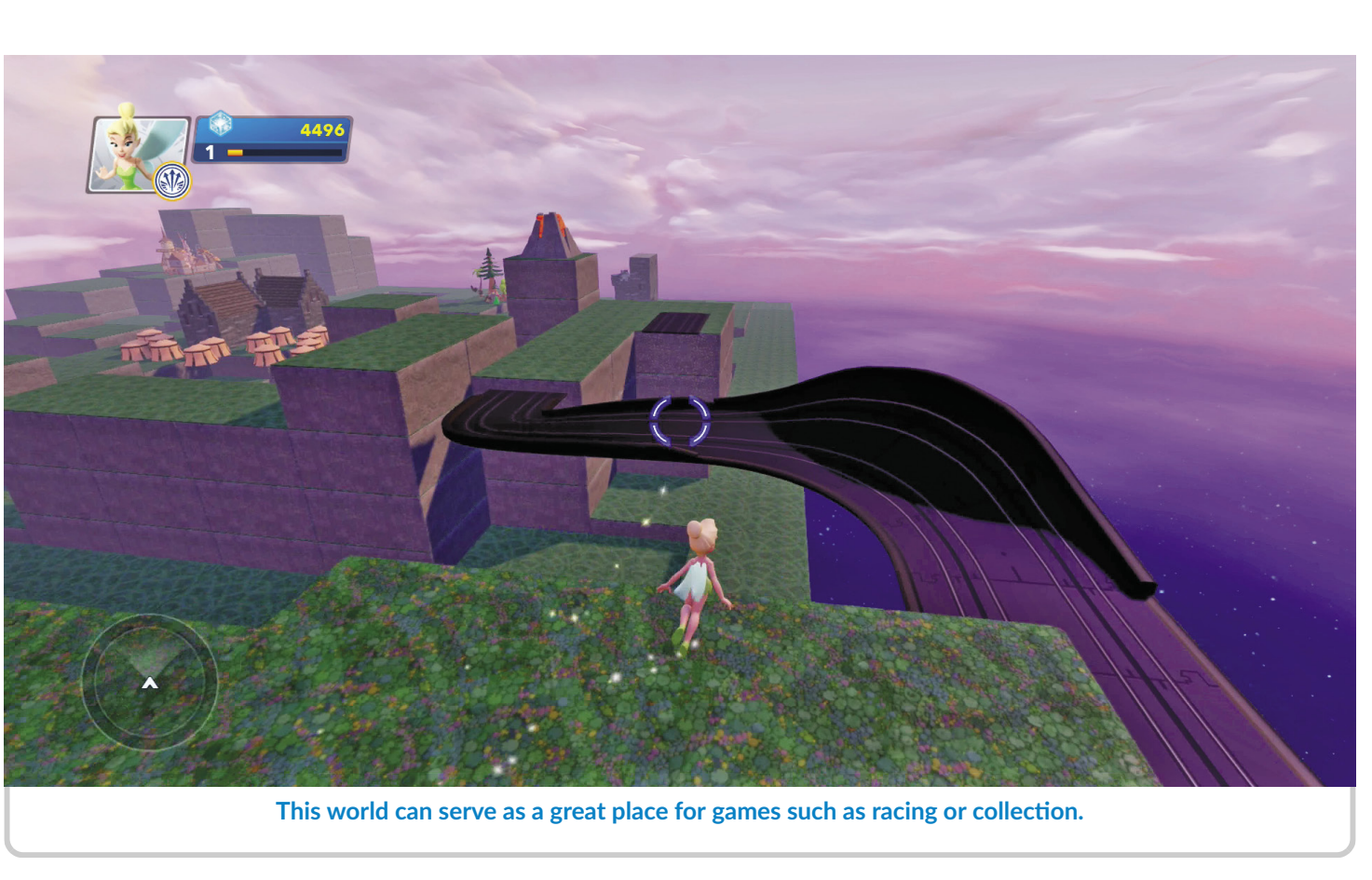
This world is quite blocky. However, it gives you several different elevations to work with.

By using simple terrain blocks, this Toy Box creates a world that provides a rough landscape that you can then add other types of terrain to smooth out or leave it as it is. There are different sizes of terrain blocks arranged to create various elevations.



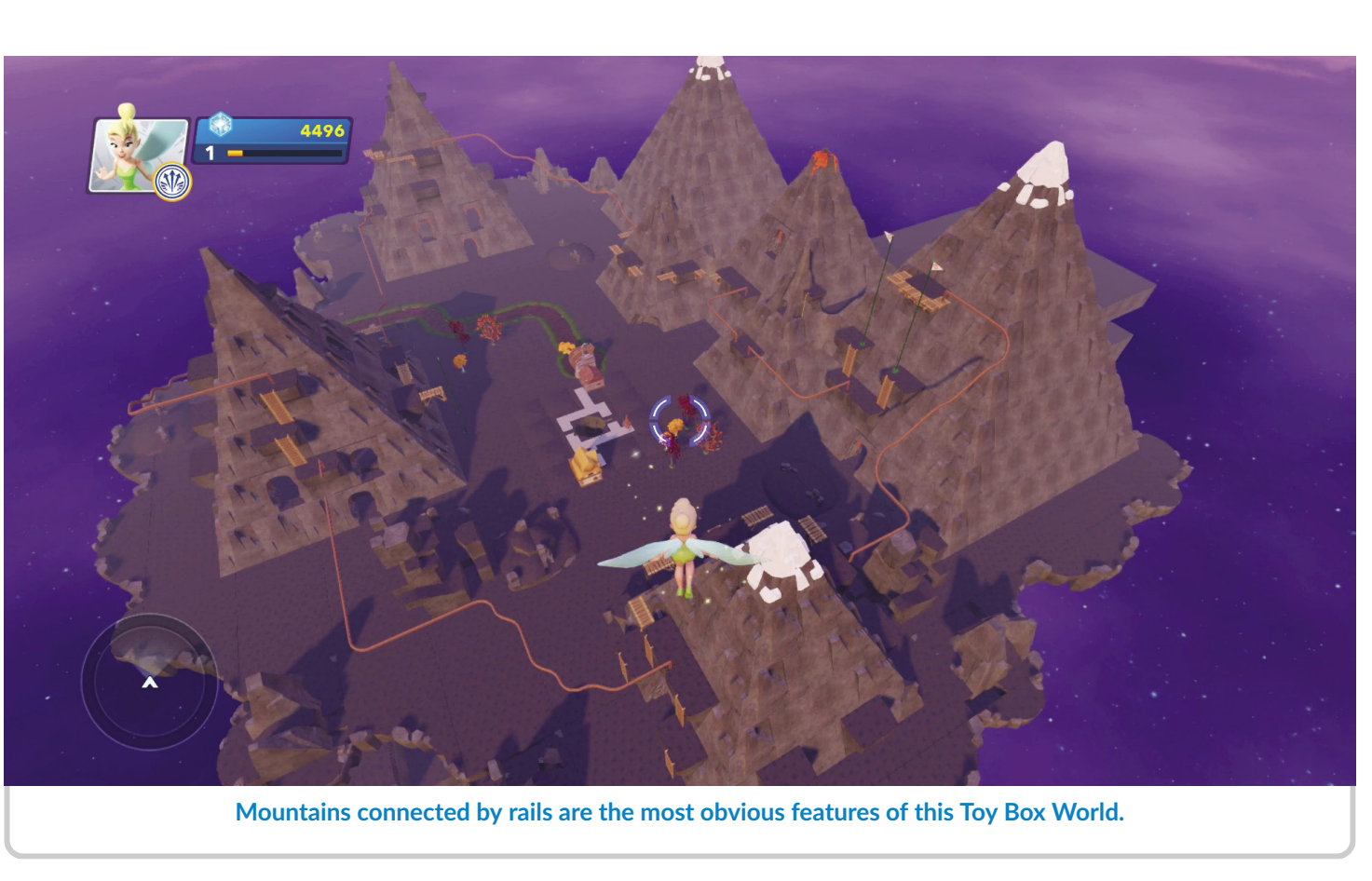
Smooth out some of those square hills with rounded terrain features.

Building structures in this world can be challenging because there are not a lot of large flat areas. Try building a race track that follows the terrain as much as possible or make a collection game that requires players to traverse the terrain to find items.



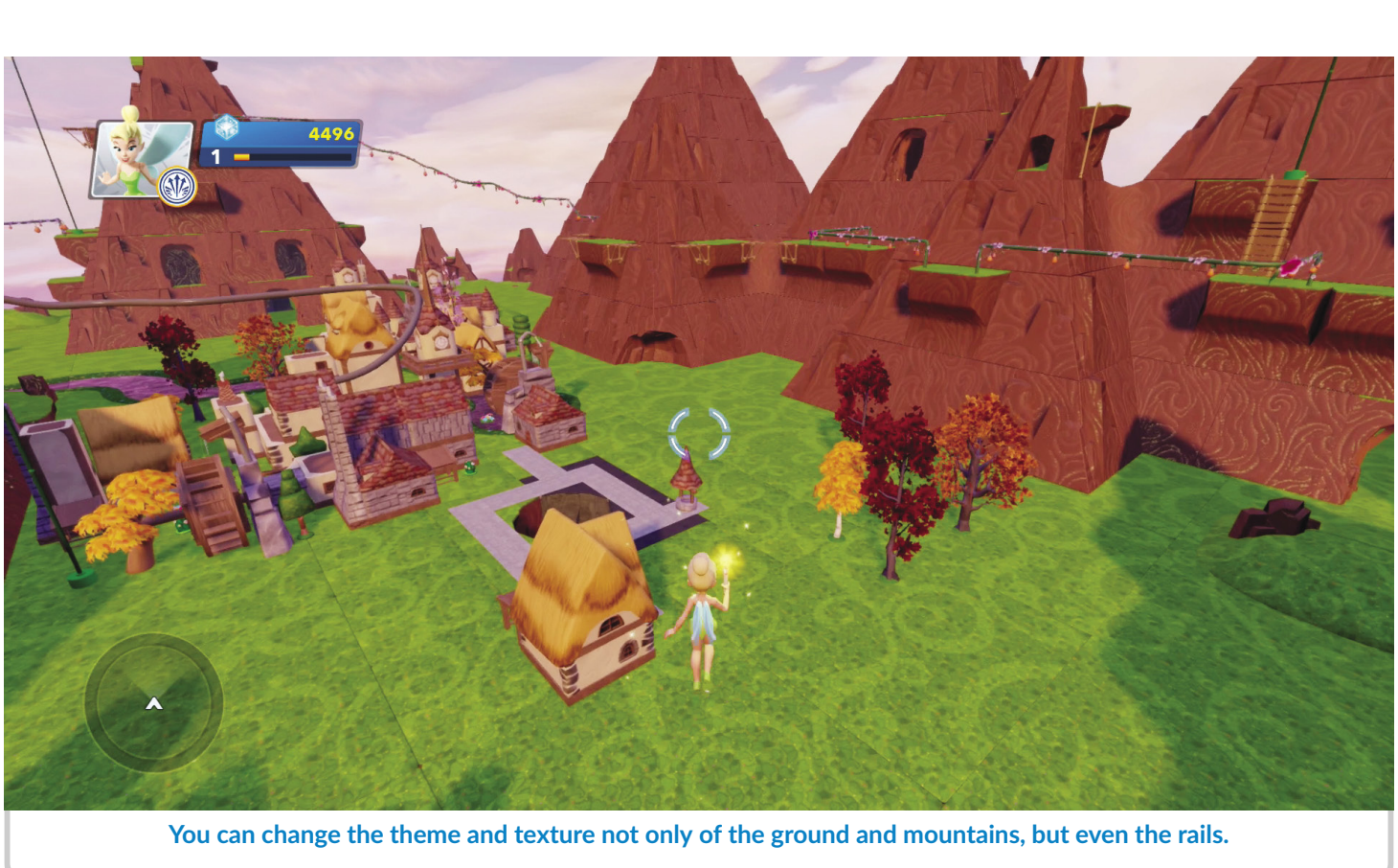
This world can serve as a great place for games such as racing or collection.

NEW MOUNTAIN TOY BOX



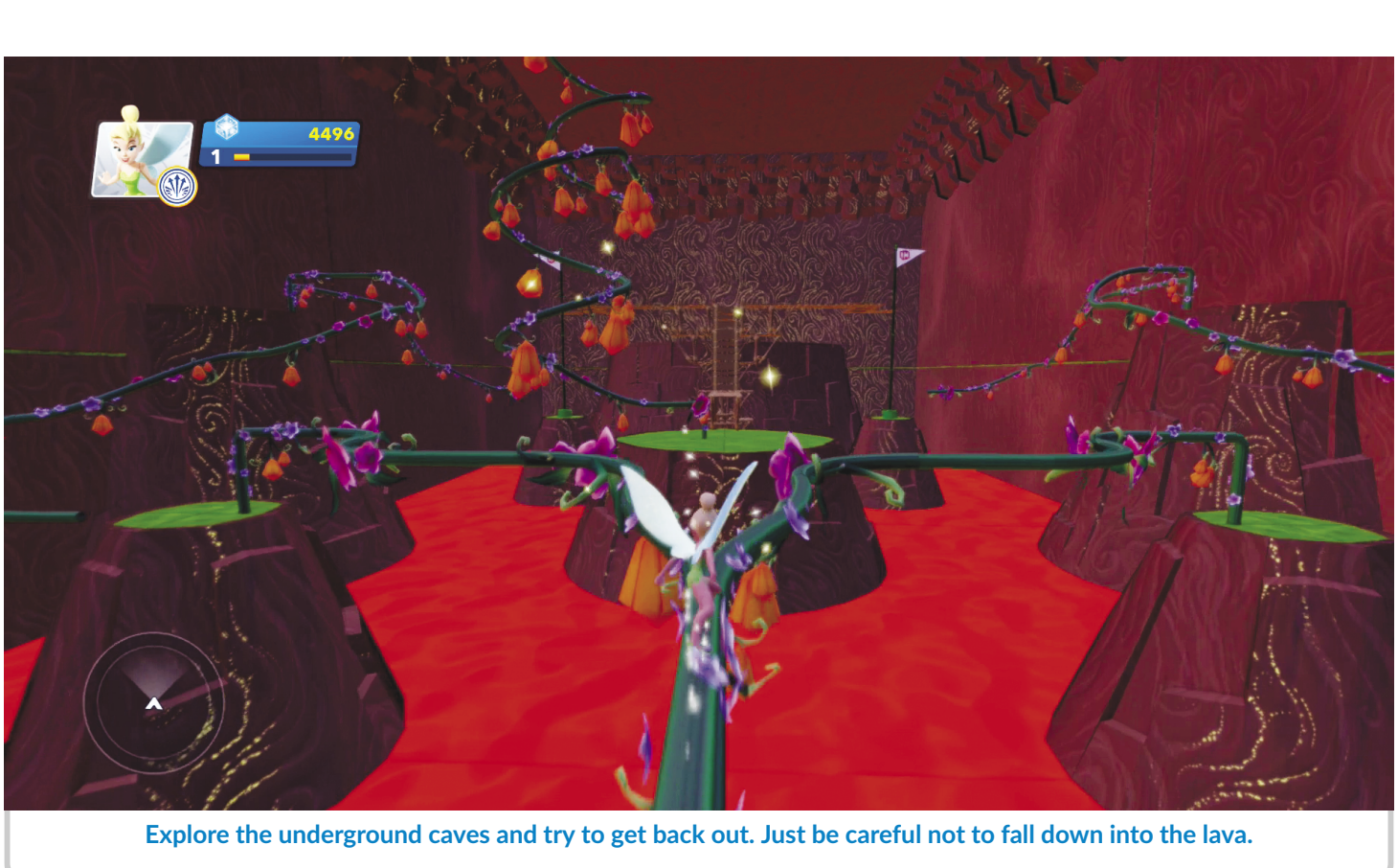
Mountains connected by rails are the most obvious features of this Toy Box World.

Mountains, caves, ladders, and rails are used to create this Toy Box. You can easily customize it by changing the terrain theme or using terrain Power Discs. The rails that connect the several mountains in this world can be used for a number of different types of games, including foot races using racing gate toys as checkpoints along the race course.



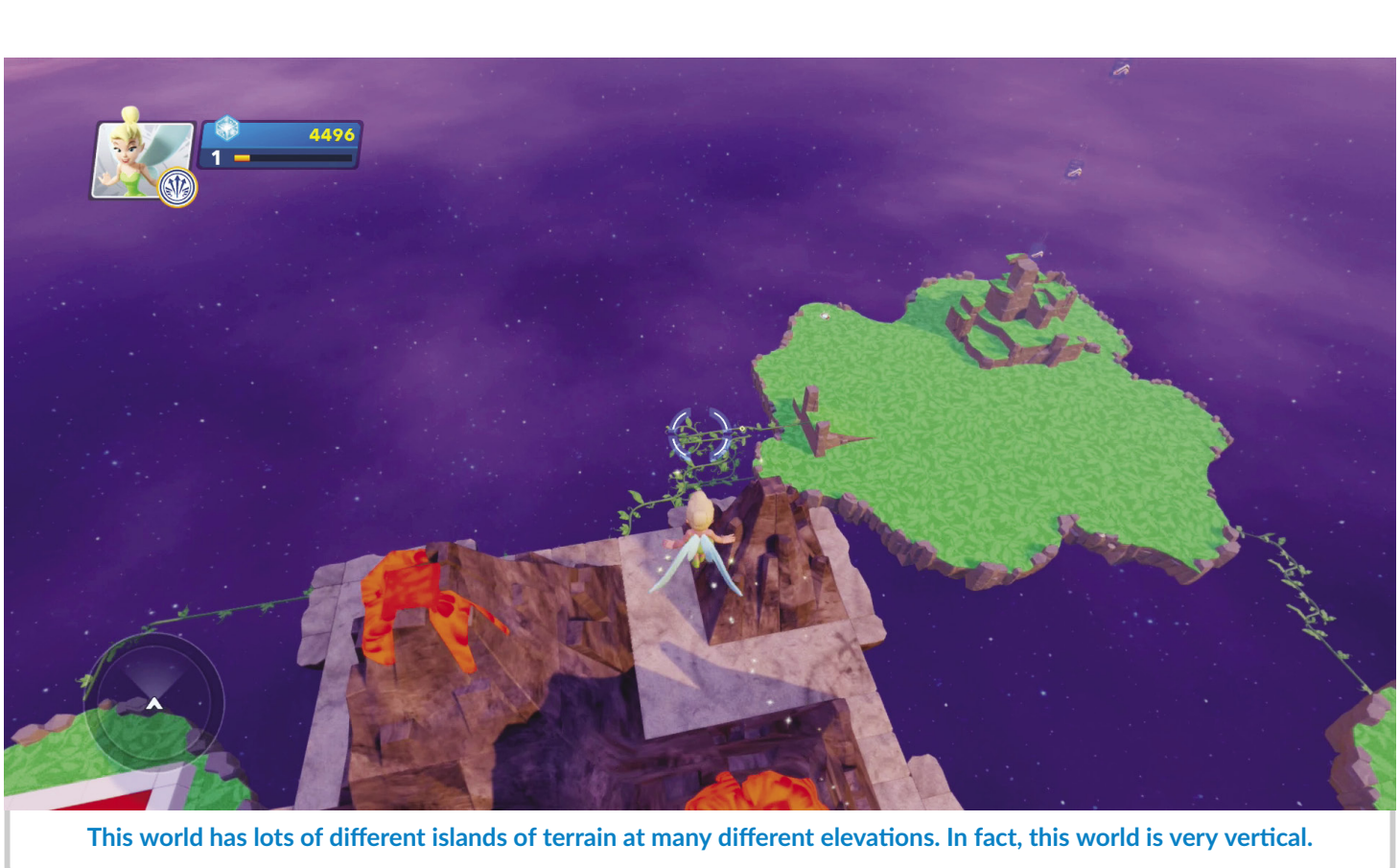
You can change the theme and texture not only of the ground and mountains, but even the rails.

In addition to the mountains, this Toy Box World also includes an extensive underground area complete with rails, ladders, and lava. Most of the mountains have caves inside as well as rails connecting one mountain to another. It is fun exploring this world and it can serve as a location for several different types of games.



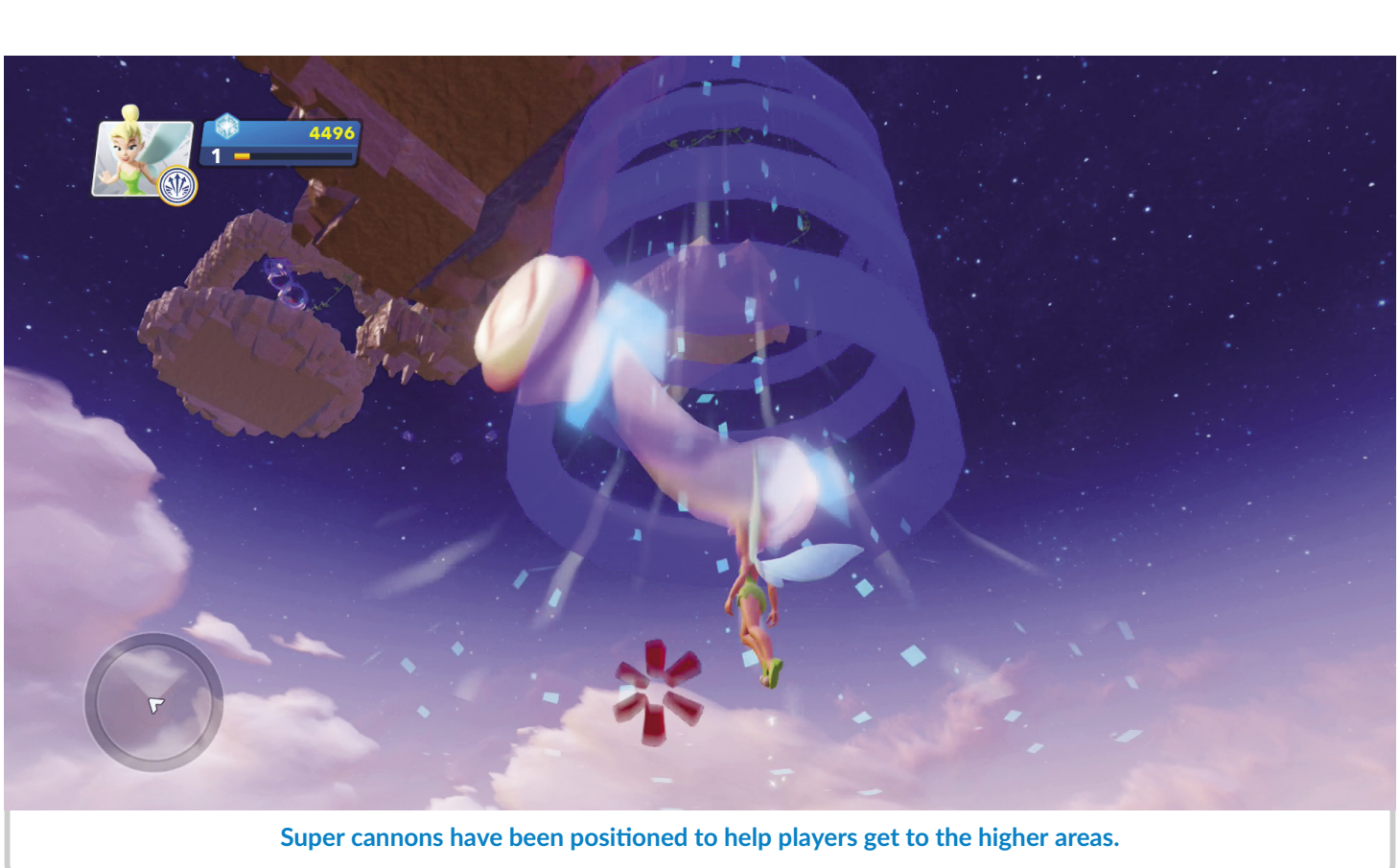
Explore the underground caves and try to get back out. Just be careful not to fall down into the lava.

NEW LEDGE LAND TOY BOX



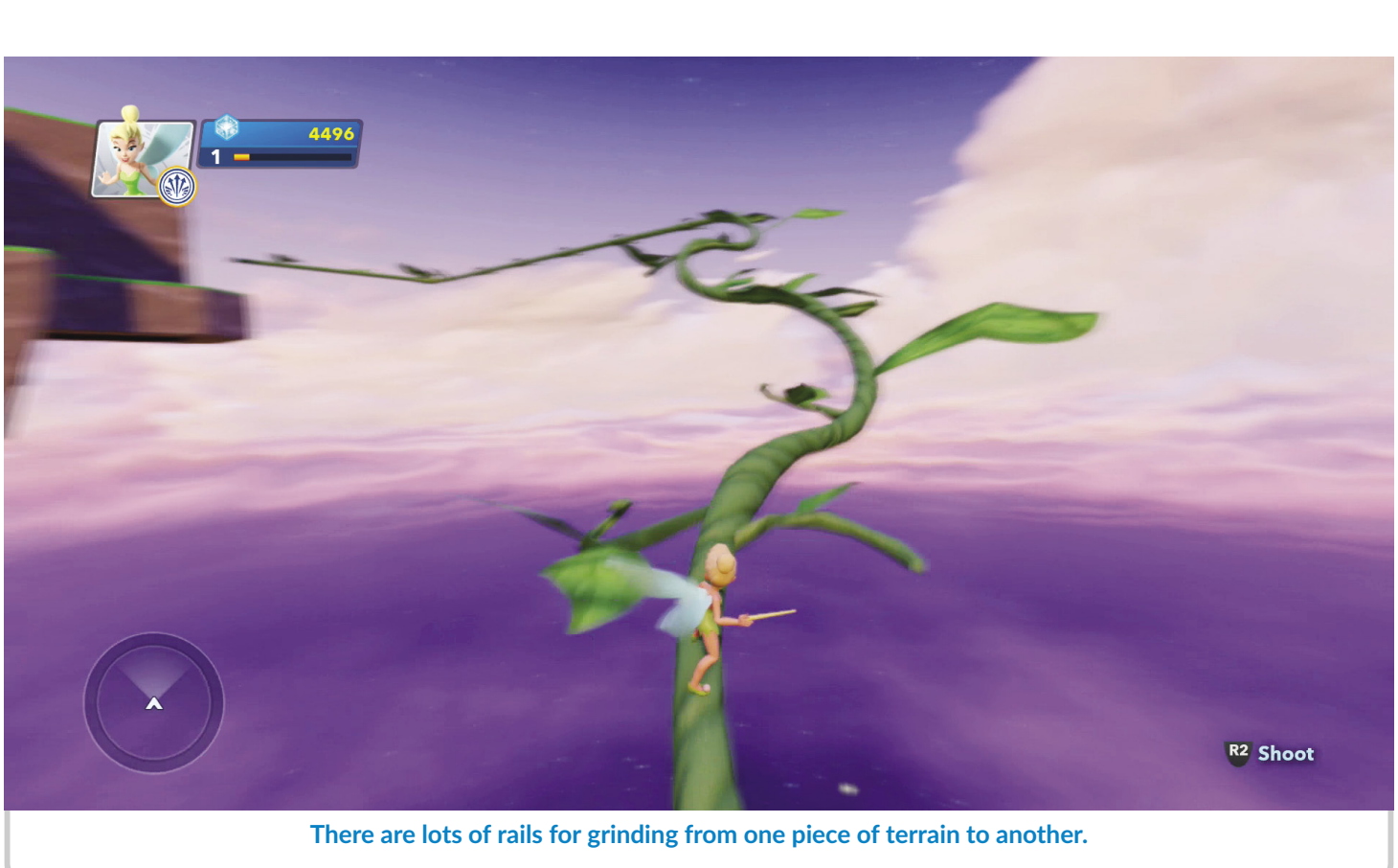
This world has lots of different islands of terrain at many different elevations. In fact, this world is very vertical.

This Toy Box is a ready-made challenge by itself. It contains several different pieces of terrain at various elevations. They are connected by rails, and super cannons are positioned so a character can be launched through the air from one platform to another. In addition, characters have to climb up series of ledges to get to the rails and super cannons.

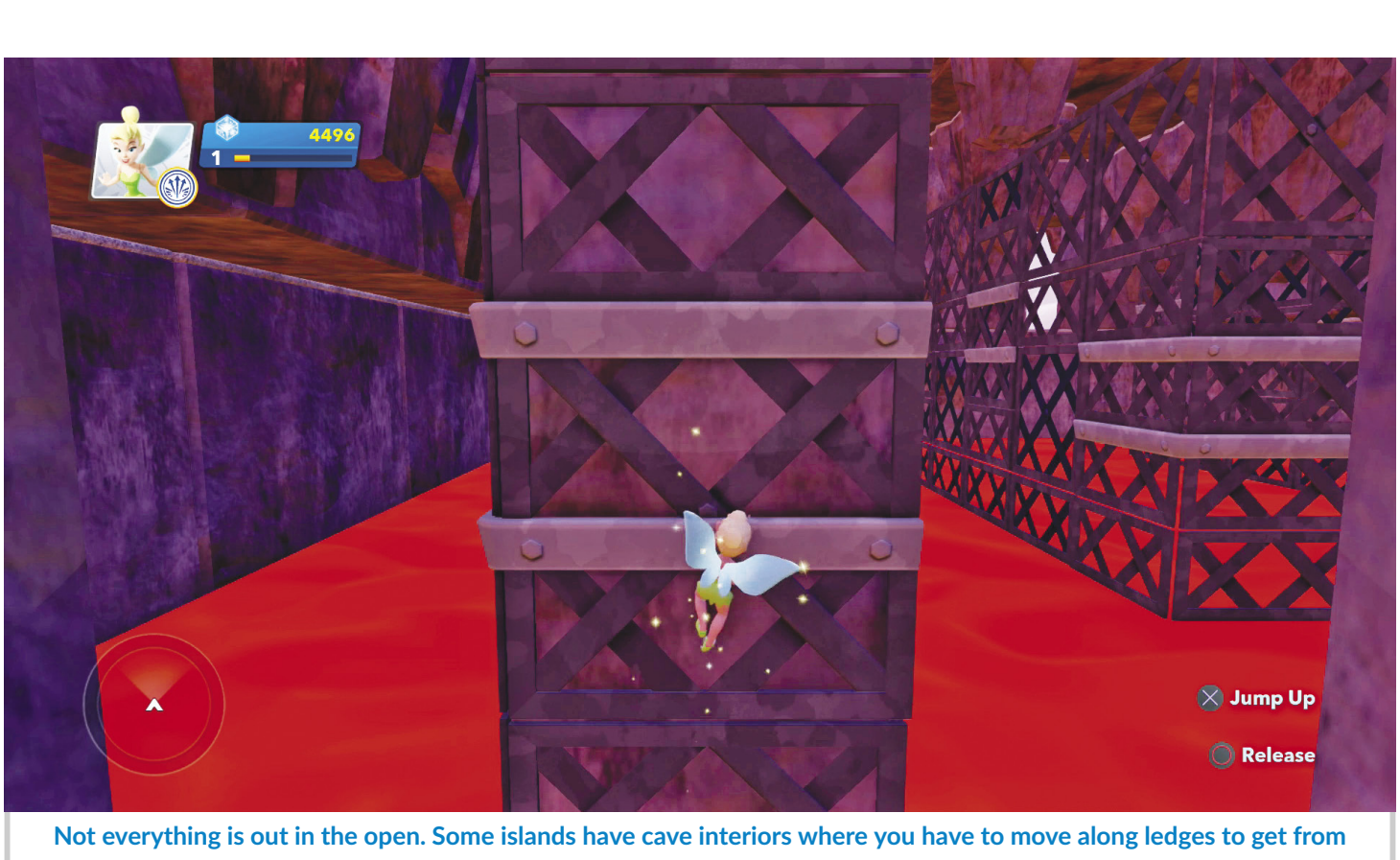


Super cannons have been positioned to help players get to the higher areas.

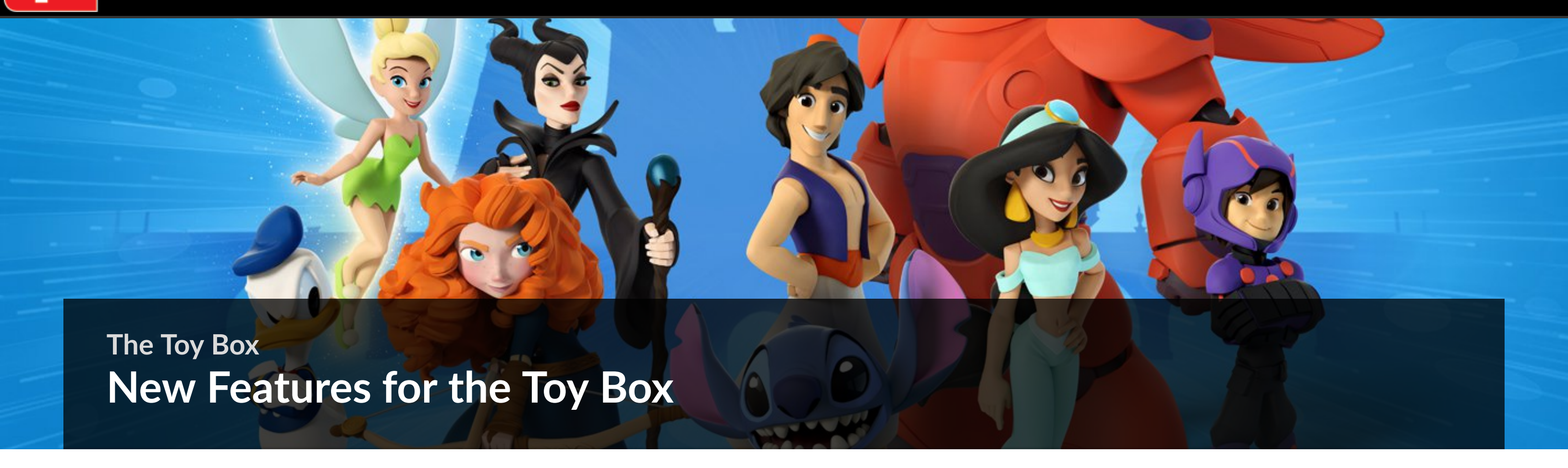
While this world can be fun to explore, you can do so much more here. Set triggers at the bottom of this world and at the top, connect them to a timer toy, and you have a game that times how long it takes for players to get to the top.



There are lots of rails for grinding from one piece of terrain to another.



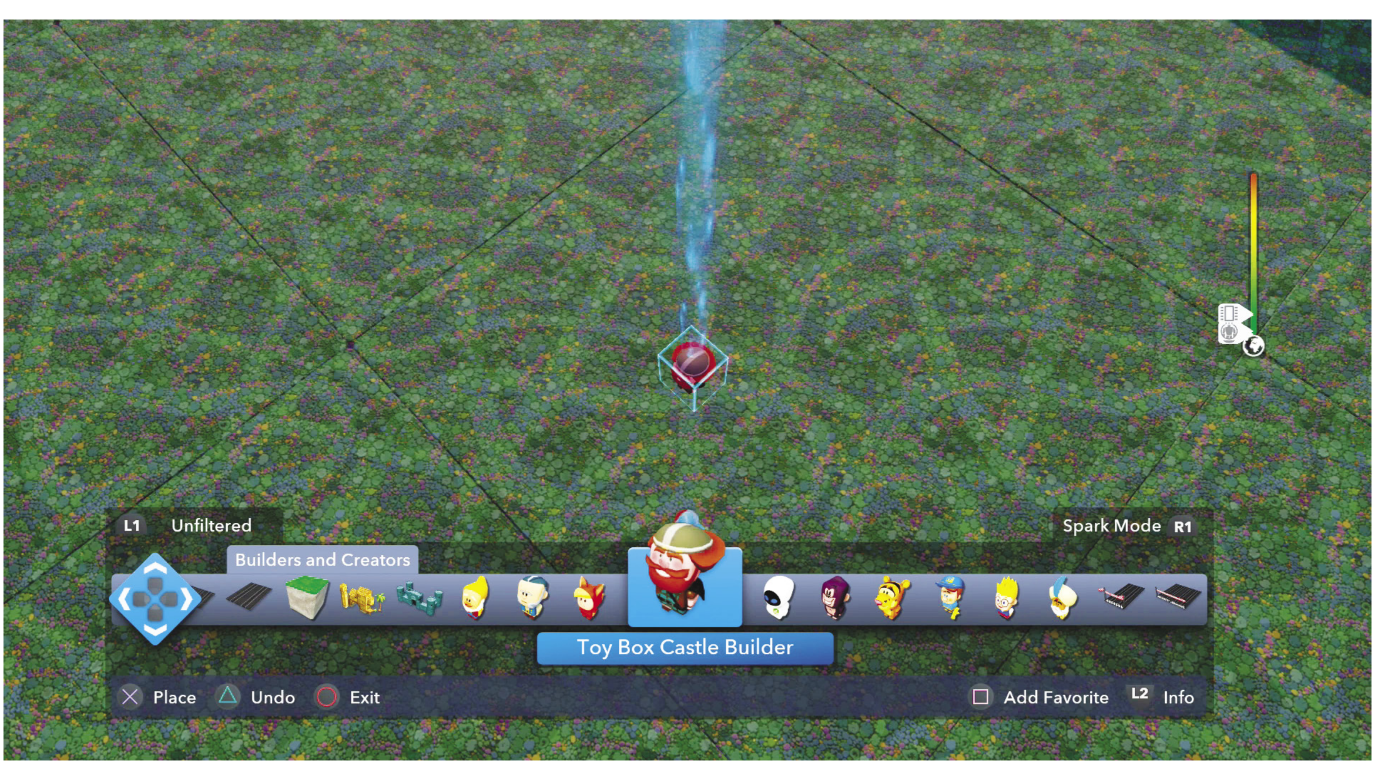
Not everything is out in the open. Some islands have cave interiors where you have to move along ledges to get from one side to the other.

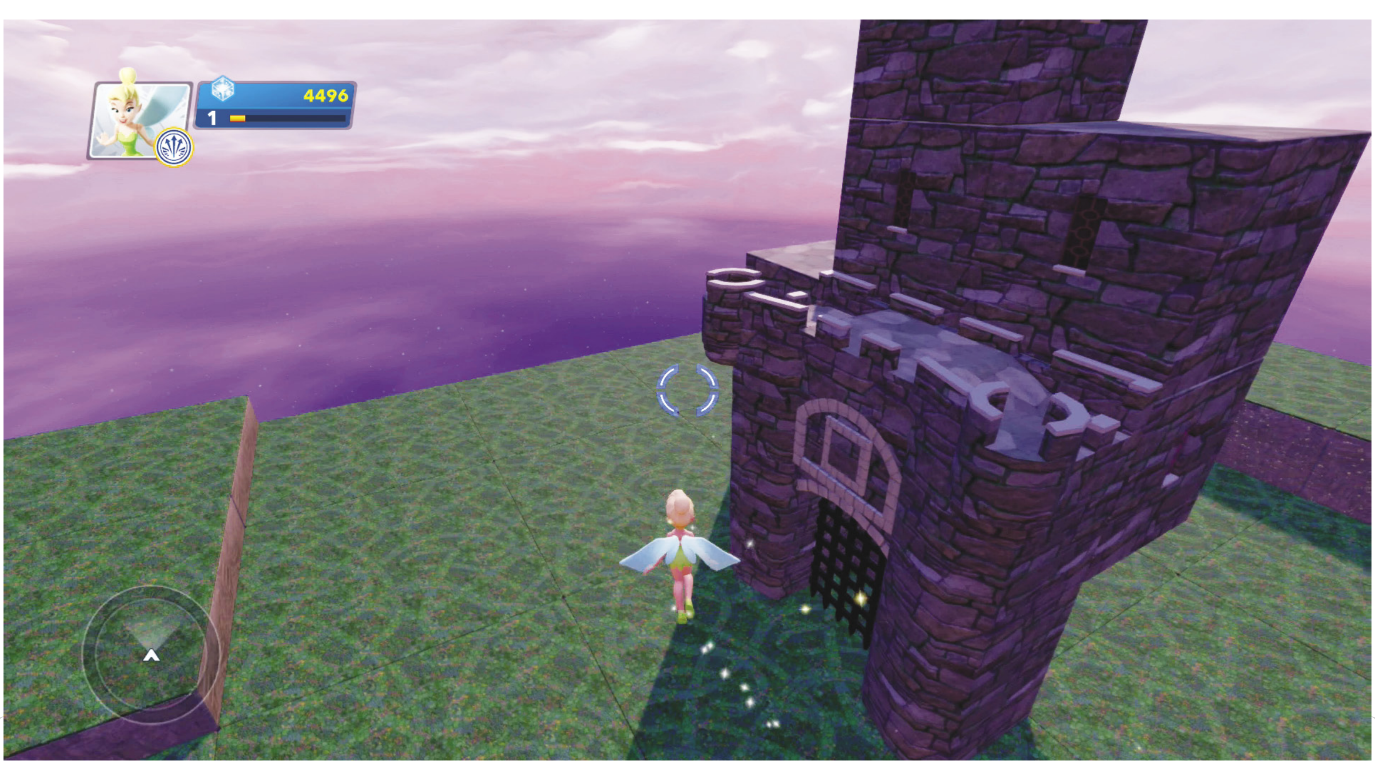


The Toy Box

New Features for the Toy Box

BUILDERS AND CREATORS





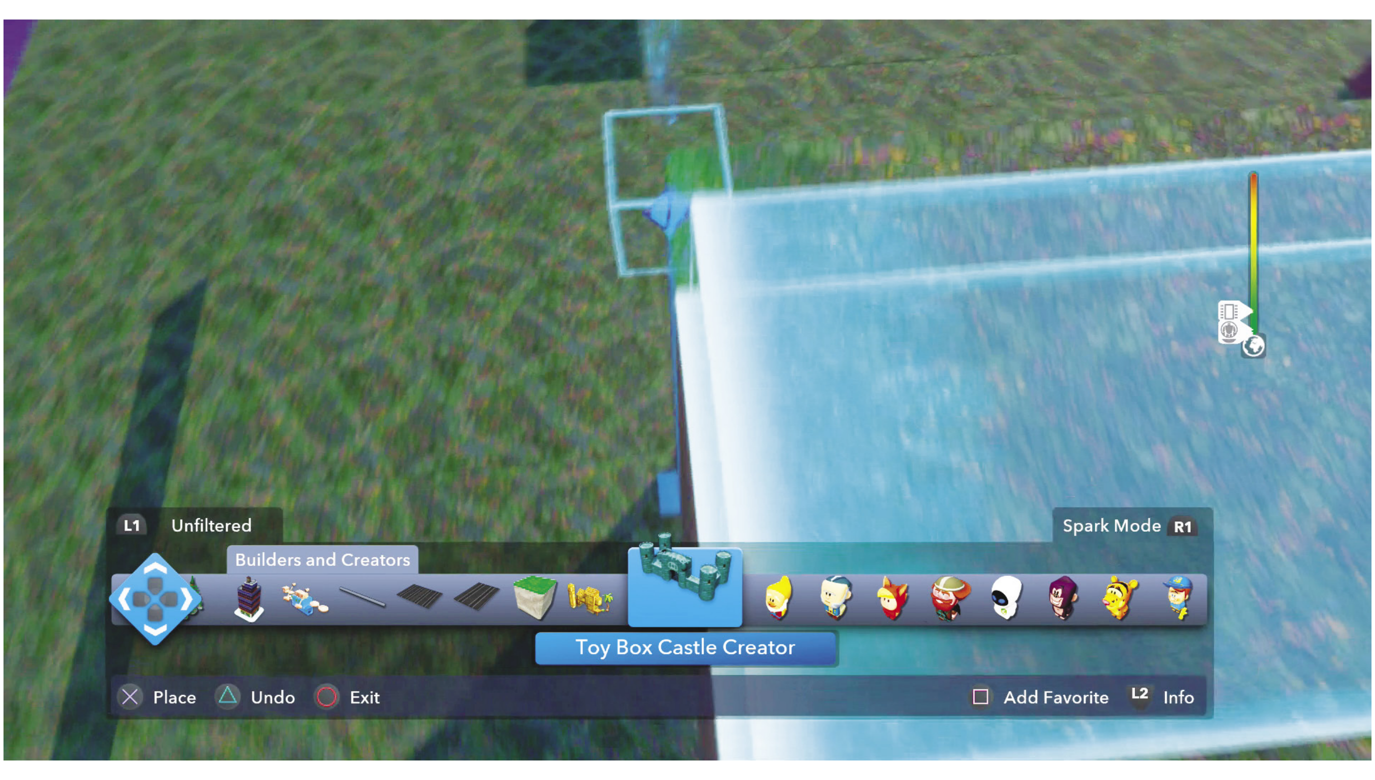
Place a builder in your Toy Box World. Then when you come back a bit later, see what the builder has created for you.

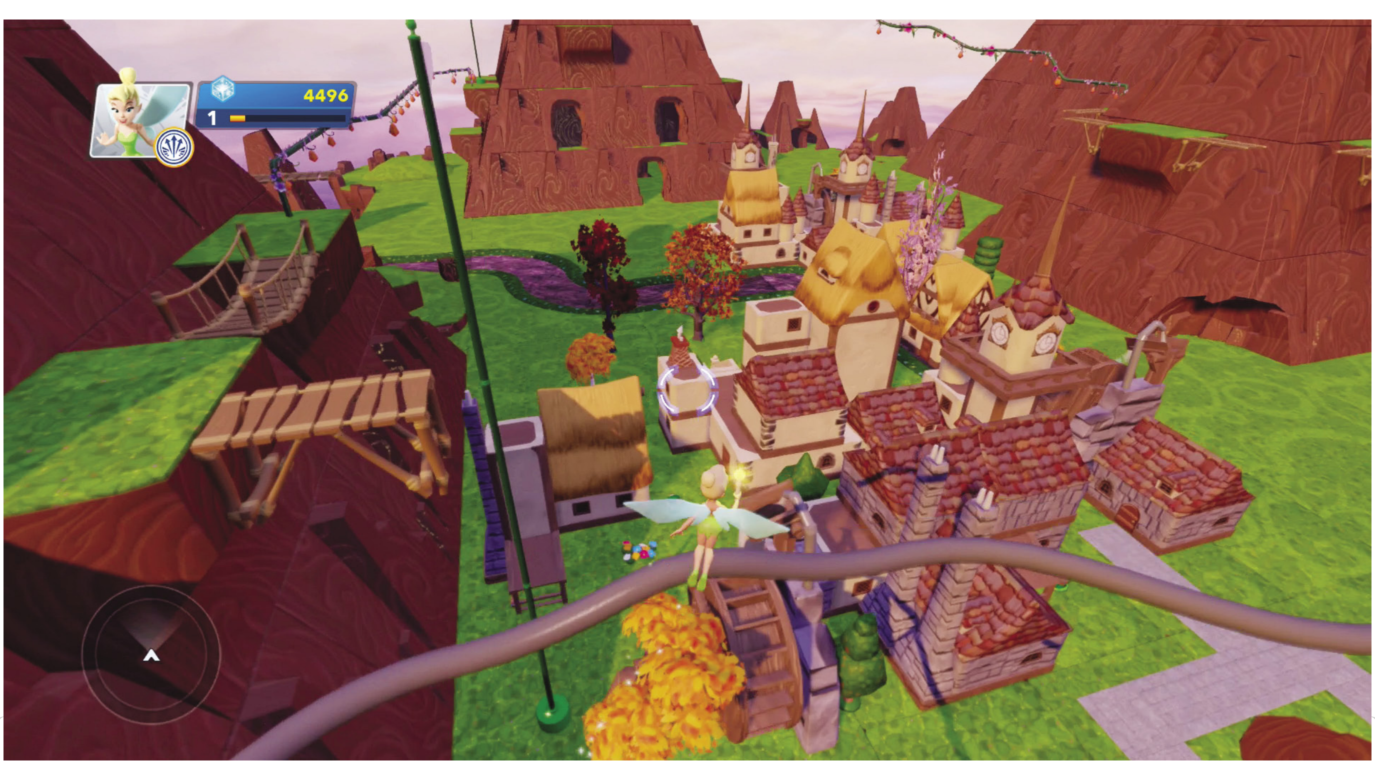
Two of the new features that can help you build structures quickly are builders and creators. These are actually toys that you can purchase in the Toy Store. Builders are special townspeople that, when placed in a Toy Box, will begin building their assigned type of structures. For example, a city builder will move around your Toy Box and will begin building city buildings and structures wherever there is empty space. Builders assemble their structures a piece at a time, so it can take a while to build things. There are ten types of builders.

- Toy Box Cottage Builder
- Toy Box Pirate Town Builder
- Toy Box Treehouse Builder
- Toy Box Castle Builder
- Toy Box Forest Builder
- Toy Box Rail Builder
- Toy Box Platform Builder
- Toy Box City Builder
- Toy Box Logic Builder
- Toy Box Agrabah Builder

Tip

If you want to increase the speed of building, place more than one builder of the same type in an area. They will work together to create structures at a faster pace.





Creators allow you to select an area in your Toy Box World and then structures will be quickly built within that area.

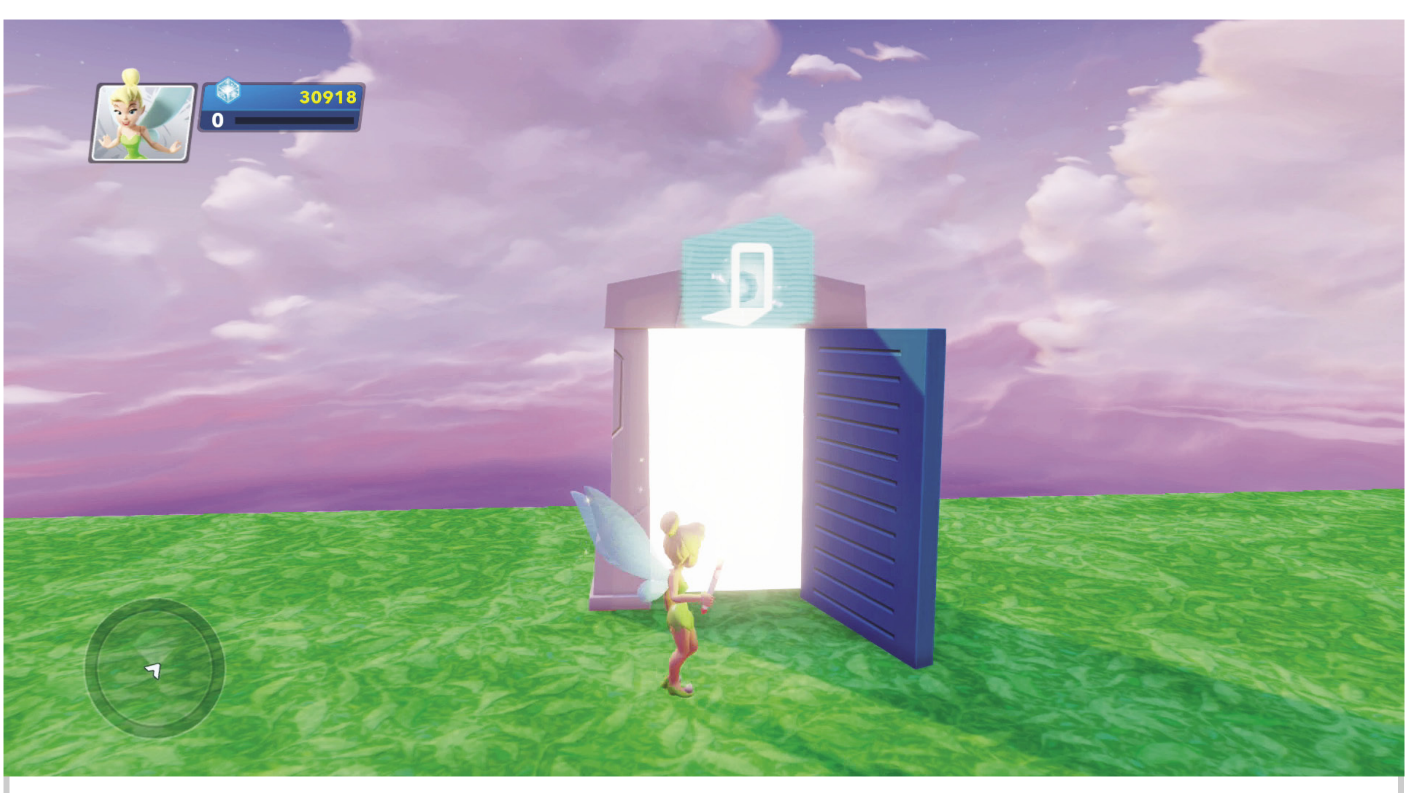
Creators, unlike builders, make a structure all at once. Using creators is a great way to quickly put together a world with lots of large structures. This toy also allows you to decide where you want something while builders build wherever they want. For most creators, you select a spot to begin and then drag the cursor across an area to create the dimensions of what you want. Then the creator will build the structure. There are seventeen types of creators you can purchase in the Toy Store and use for your Toy Box Worlds.

- Toy Box Race Track Creator
- Toy Box Wide Race Track Creator
- Toy Box Winding Race Track Creator
- Toy Box Wide Winding Race Track Creator
- Toy Box Stunt Track Creator
- Toy Box Wide Stunt Track Creator
- Toy Box Treehouse Creator
- Toy Box Cottage Creator
- Toy Box Forest Creator
- Toy Box City Creator
- Toy Box Platform Creator
- Toy Box Rail Creator
- Toy Box Wide Track Creator
- Toy Box Track Creator
- Toy Box Terrain Creator
- Toy Box Pirate Town Creator
- Toy Box Castle Creator

Tip

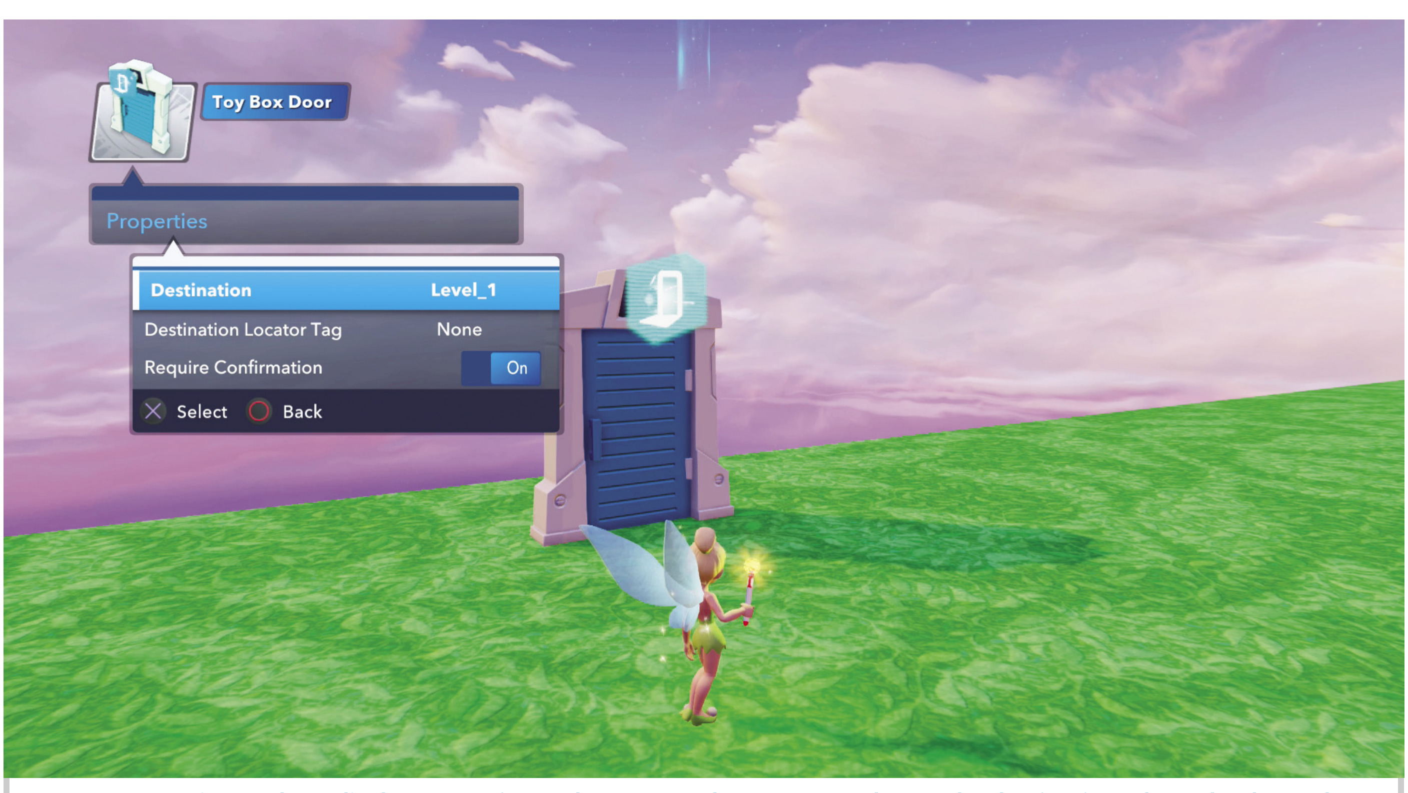
If you are not happy with what creators or builders have done in your Toy Box World, you can easily modify it or delete it all together. These constructions are all made of toys from the Toy Box editor so edit them just as you would one of your own creations.

DOORS



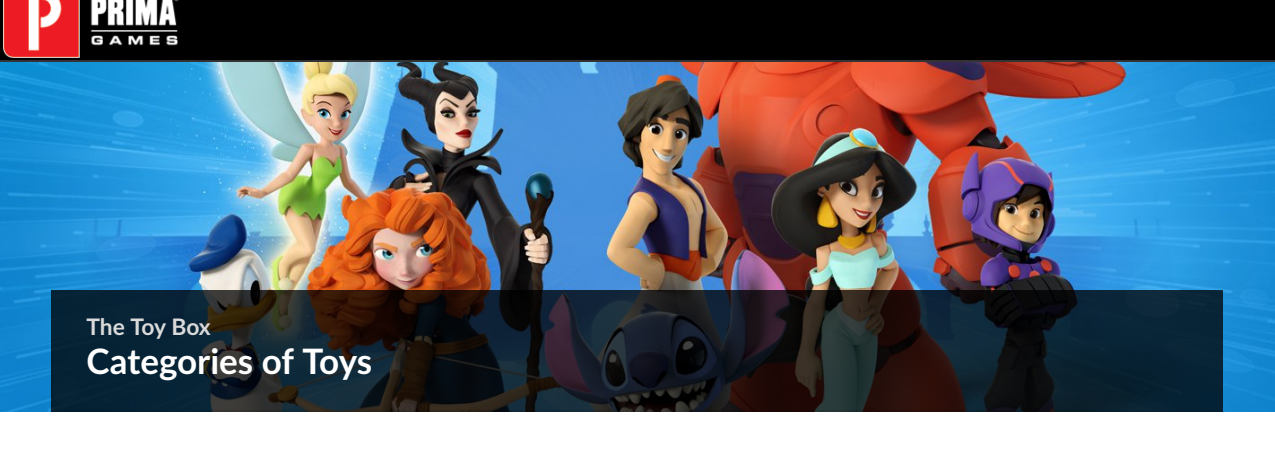
Place doors in your world in order to connect your Toy Box to other locations. This allows for even larger experiences.

Doors are another new feature and can add a lot to your Toy Box Worlds. Doors are not just decorative toys. They actually are used to connect different Toy Box Worlds. There are six different doors and they can be found in the Creativi-Toys category in the Toy Box editor. Doors can be placed anywhere in a world. The Toy Box door is the only one you can edit to connect to other Toy Box Worlds of your choosing by using the magic wand. You can actually use this type of door to connect up to ten Toy Box Worlds. This allows you to create a game with up to ten different levels. The INterior door takes you into your INterior, so on any of your worlds, you can have a link to your INterior. The Hall of Heroes Door and the Marvel's Hall of Super Heroes Door take you to those respective halls. Finally, if you want to add a link to some games that are randomly generated, use the Defense Survival Mode door or the Exploration Survival Mode door.



Destination Level_1
Destination Locator Tag None
Require Confirmation On

Use your magic wand to edit the properties of the Toy Box door. You can change the destination where the door takes characters and even give it a tag. By default, the Toy Box door takes characters right back to the same Toy Box World.



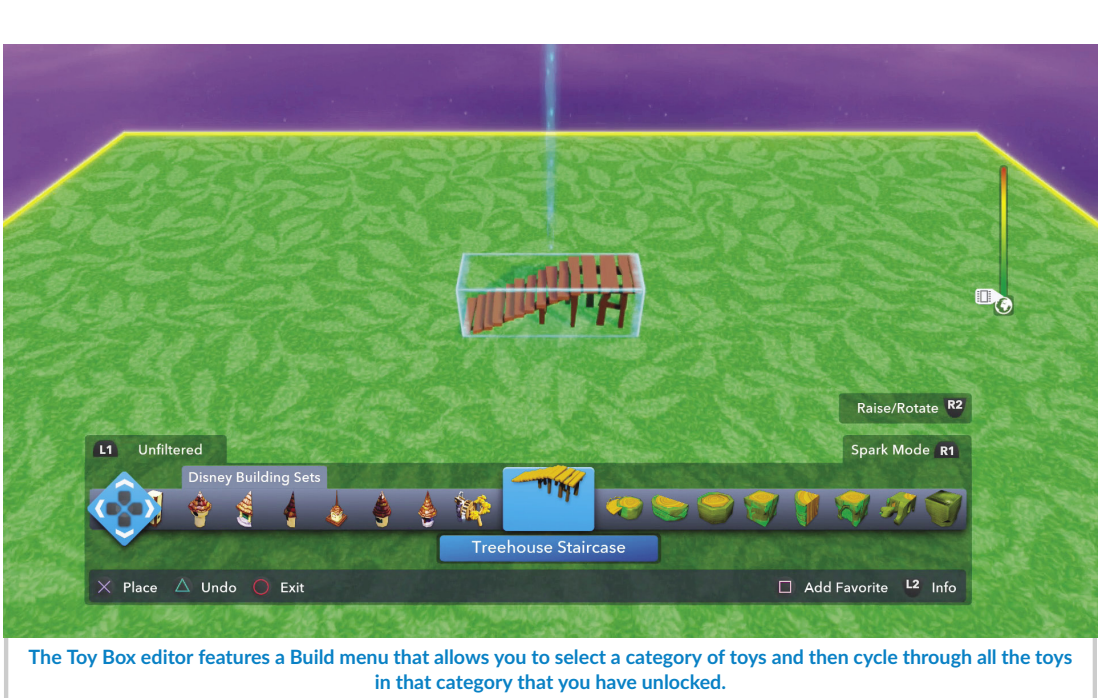
The Toy Box

Categories of Toys

While you can do the Toy Box Games and play around in the Toy Box, the main feature of *Disney Infinity 2.0: Disney Originals* is the ability to create within a Toy Box World a land of your very own that is only limited by your imagination—and the toys you have unlocked. After going to a Toy Box World, your main tool is the magic wand. Open up the Packs and Tools menu and select the magic wand. It will be your best friend in the Toy Box.

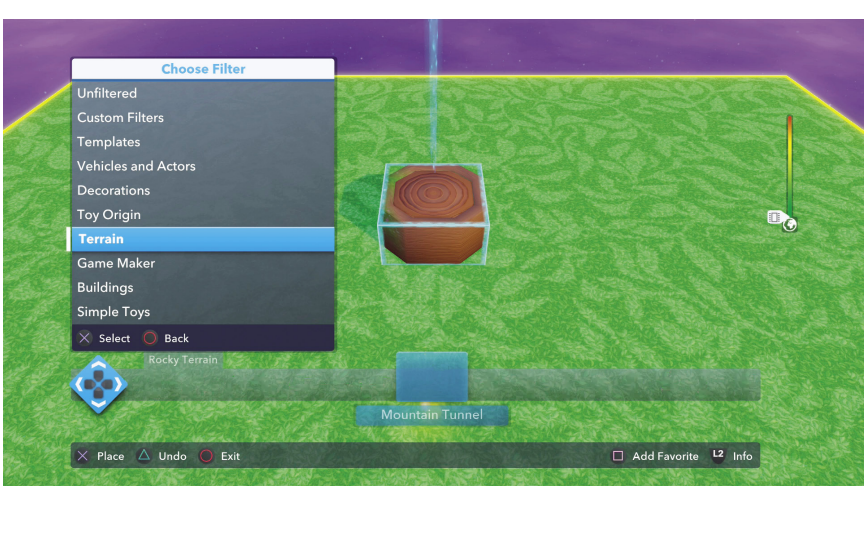
Creating a Toy Box World of your own is one of the most unique features of Disney Infinity 2.0: Disney Originals.

Before you start building, it is important to understand that there are several different categories of toys within the Toy Box. When you first open the editor, you are presented with the Build menu. Here you can cycle through every toy that you have unlocked. The Build menu organizes the toys into more than twenty different categories. Let's take a look at each category and what you can expect from them.



The Toy Box editor features a Build menu that allows you to select a category of toys and then cycle through all the toys in that category that you have unlocked.

Filters in the Toy Box Editor



As you unlock lots of toys, it can take a while to cycle through them all. In addition, when creating a world, you often start off with larger toys and then work your way down. Therefore, try using the filter to get the types of toys you need for the job at hand. Press the filter button to open a menu to choose from ten different filters.

Unfiltered: No filters used.

Custom Filters: Recently used and most used—these filters let you see the toys you have been using for quick access.

Templates: This organizes the many templates into terrain layouts, game pieces, complete games, and game kits.

Vehicles and Actors: This limits your choices to vehicles, townspeople (of different categories), sidekicks, enemies, critters, mounts, cast members, and finally builders and creators.

Decorations: The decorations category is large. This filter organizes it into signs, clusters, bushes, home, country, yard, flowers, exotic, trees, city, statues, and other.

Toy Origin: Filter toys based on the Play Set or Toy Box Game from which they come.

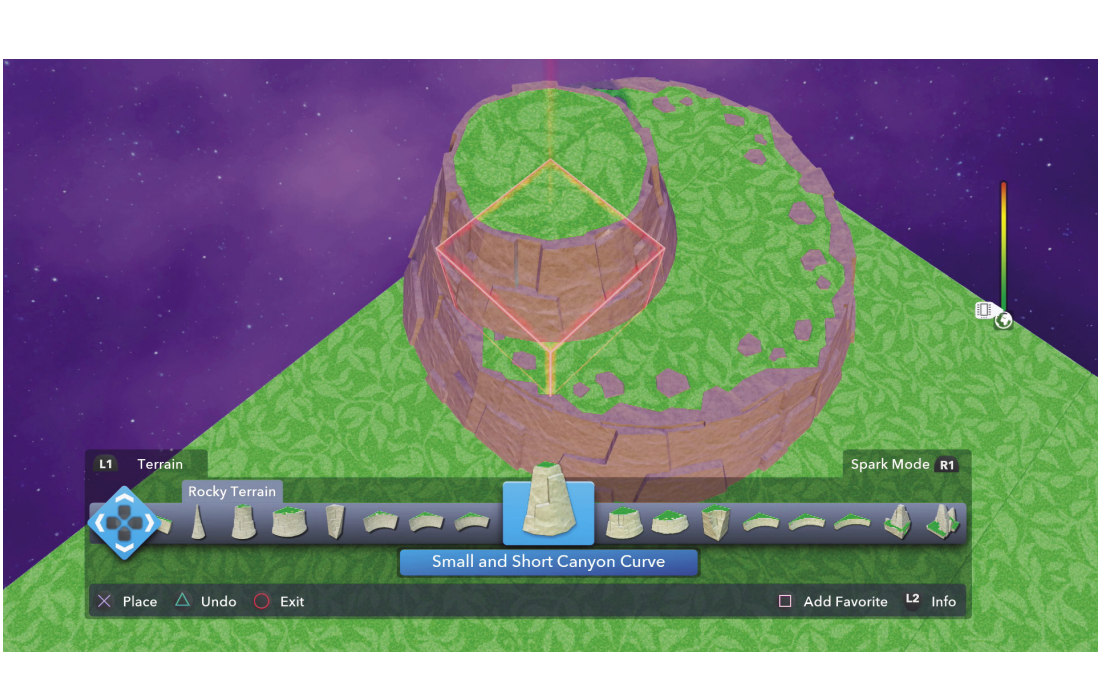
Terrain: This filter is great when creating the terrain of your world. Select from rocky terrain, cliffs and ledges, water, flat terrain, slopes and ramps, and finally caverns and tunnels.

Game Maker: When creating a game, this filter comes in handy by helping you choose toys divided into platforming toys, sports toys, game templates, game setup toys, driving toys, Toy Box Games toys, rails, and other game toys.

Buildings: There are lots of building toys, so this filter organizes them by theme—treehouse building set, city building set, famous landmarks, complete buildings, cottage building set, suburbs building set, Agrabah building set, castle building set, builders and creators, and Play Set themed building sets.

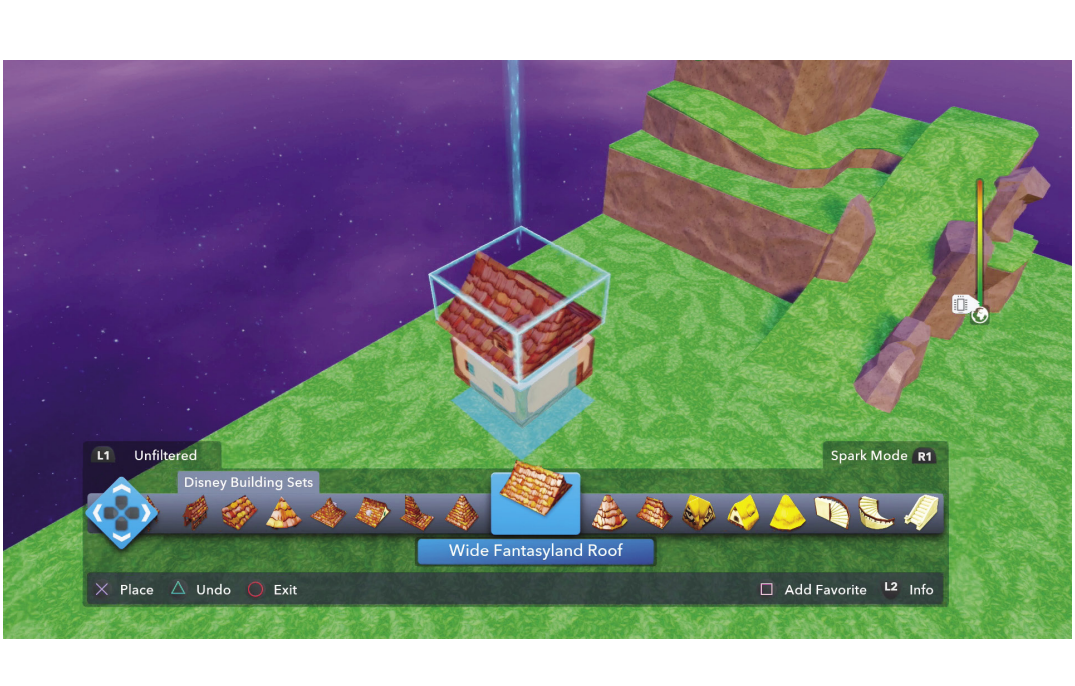
Simple Toys: These toys are divided into instant fun, active toys, mover toys, and active blocks.

TERRAIN



Terrain is the ground for your Toy Box Worlds. You can use it to expand the size of your worlds or to create features on your worlds. Build slopes and hills or even underground caves. When building a world, you usually want to start out with the terrain first, since it is on this terrain that you will build all your structures. Experiment with different levels of terrain to create some interesting features. For example, create a cave system or canyon through which you can have a horse race.

DISNEY BUILDING SETS

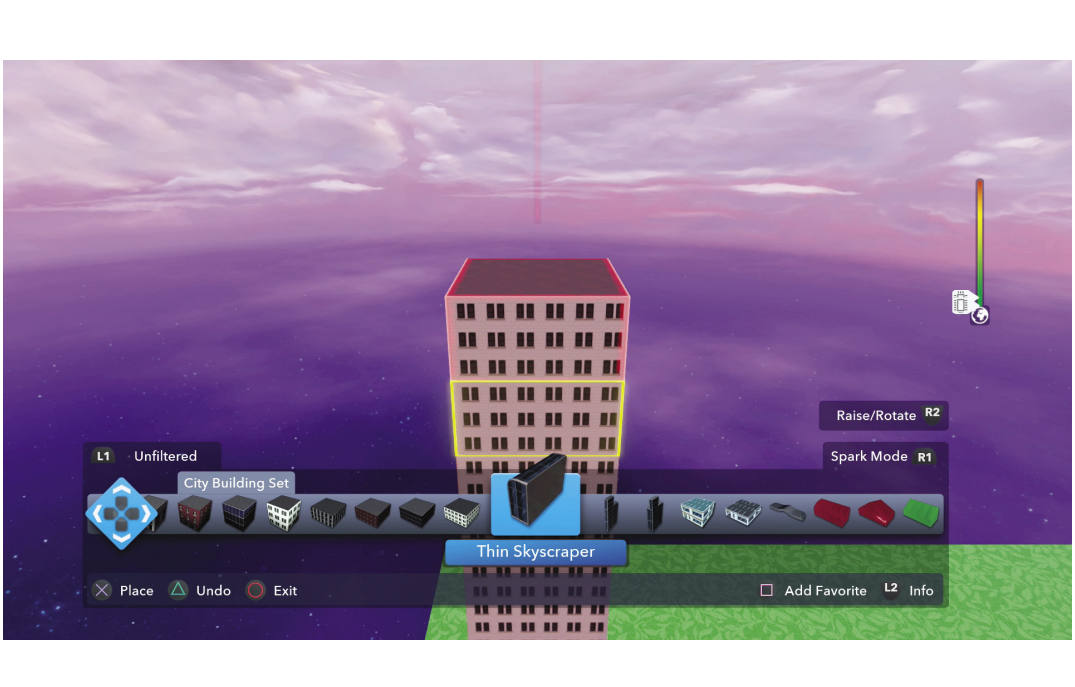


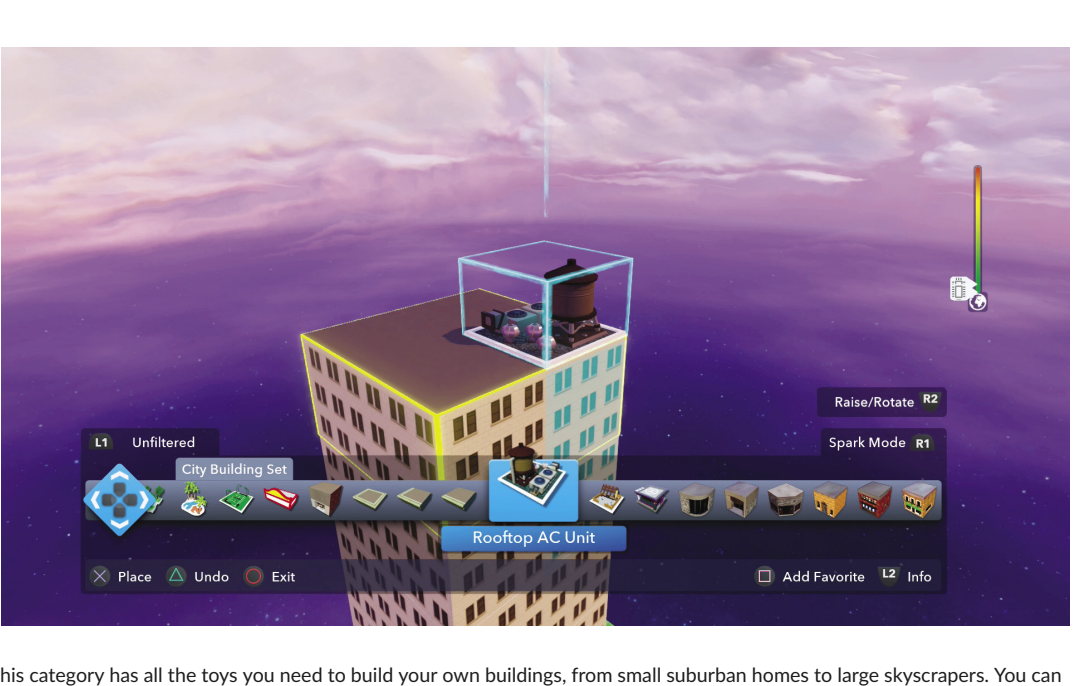
These toys consist of several different parts that can be put together to create one type of building. For example, you can unlock parts to build a treehouse, an Agrabah marketplace, a DunBroch castle, or a Fantasyland village. There are several different parts for each, so you can really create a custom structure with lots of different features.

Tip

If you are going to be using Building Sets toys, it is a good idea to start with them, since they can make some very large structures.

CITY BUILDING SETS





This category has all the toys you need to build your own buildings, from small suburban homes to large skyscrapers. You can also find all the decorations to attach to and customize the buildings or for placing around the buildings to make it a more complete city setting for your Toy Box Worlds.

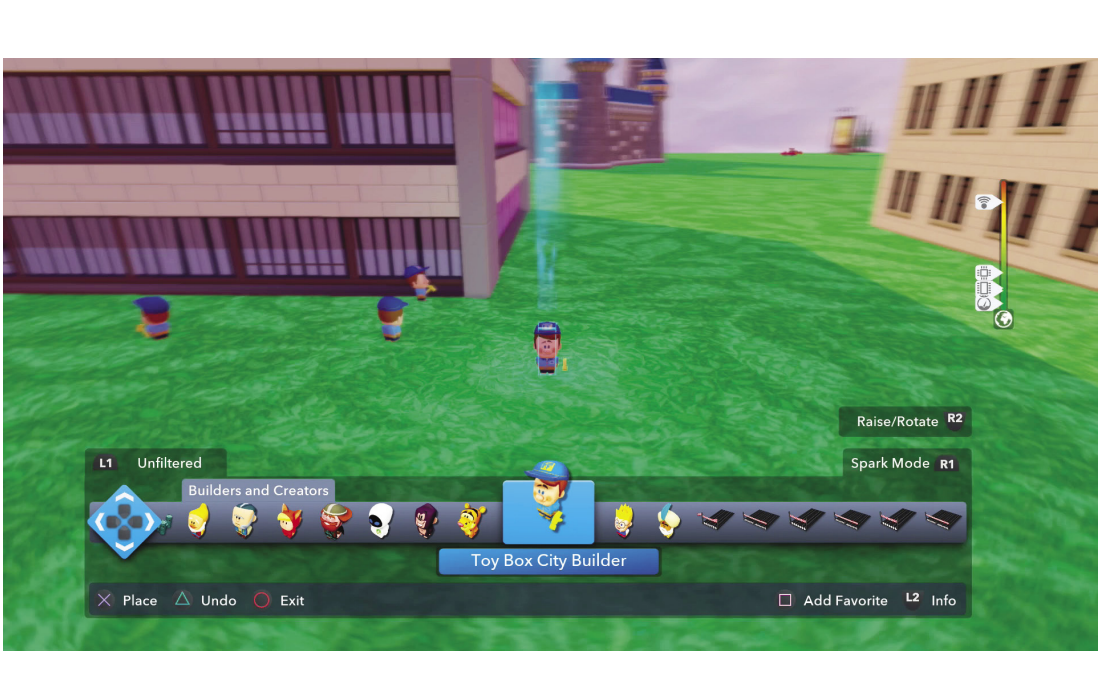
DISNEY INFINITY 1.0 BUILDING SETS

These are the building sets that are from *Disney Infinity 1.0*. It includes parts to build a Disney-style castle or the Agrabah Palace as well as some other related toys.

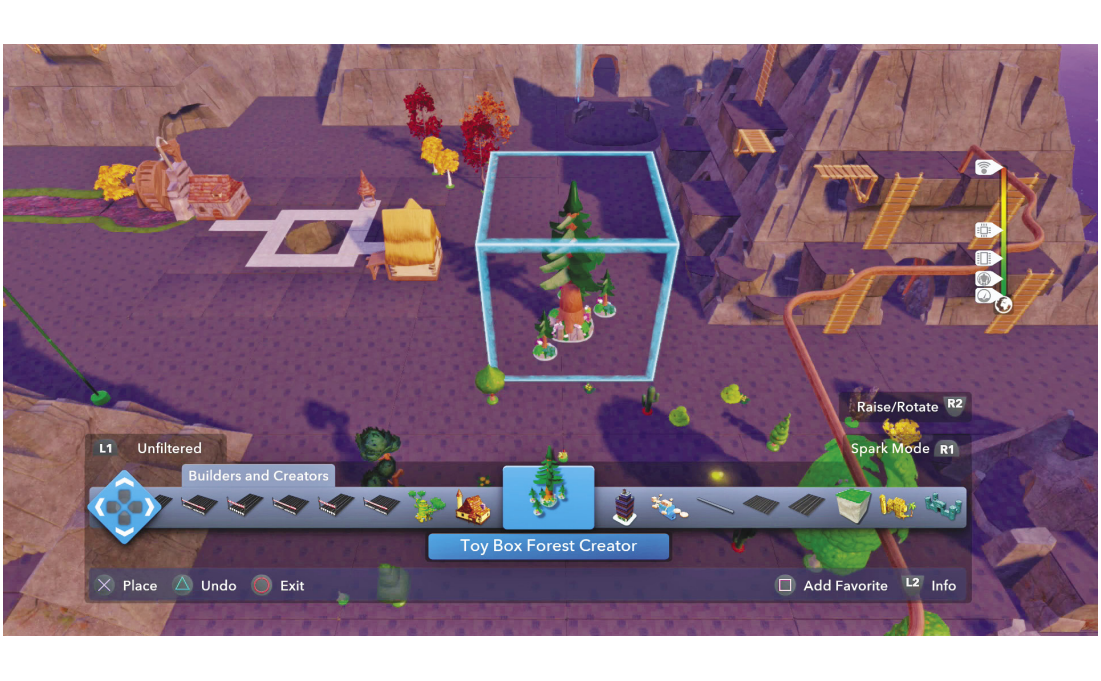
Tip

When creating your own Toy Box World, it is a good idea to start big and end small. Put out all your big terrain or buildings first, then add small details such as plants, decorations, and even townspeople or critters. If you don't, the small toys will get in the way of your larger toys.

BUILDERS AND CREATORS



Builders and creators were covered earlier in this chapter. Builders look like townspeople. You place them in your Toy Box Worlds and they begin building structures of a specific theme such as castles, cottages, or even platforming games. They take some time to do their job.

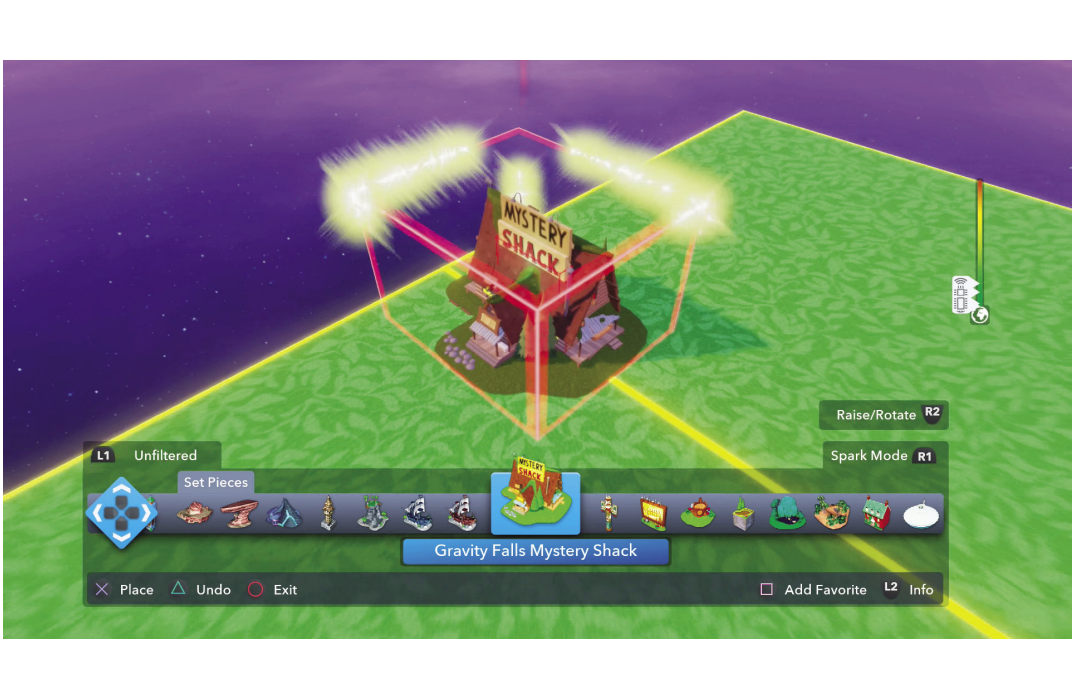


Creators, on the other hand, let you designate an area in your world. Then the creator will quickly build its themed structures. For some, such as castles and race tracks, but sure you have lots of room so the creator can do a good job for you.

BUILDINGS

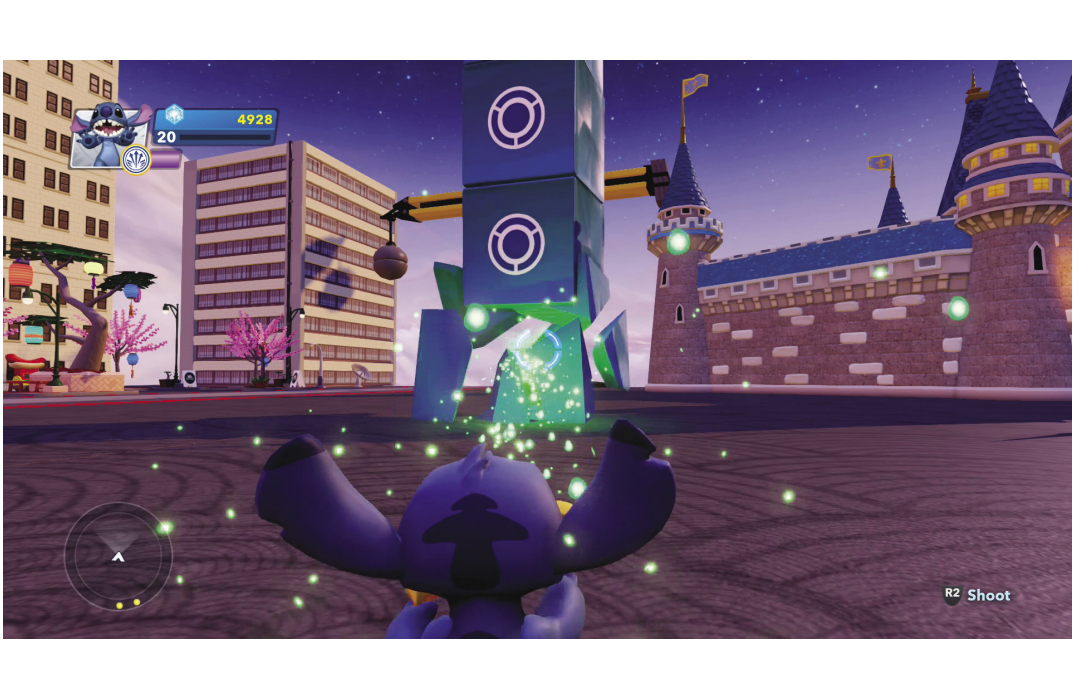
Buildings are complete structures. You pick one, place it, and you are done. You don't have to assemble a bunch of pieces like the Building Sets. They range in size from the very small Hotdog Stand to the large buildings from the Monsters University Play Set.

SET PIECES



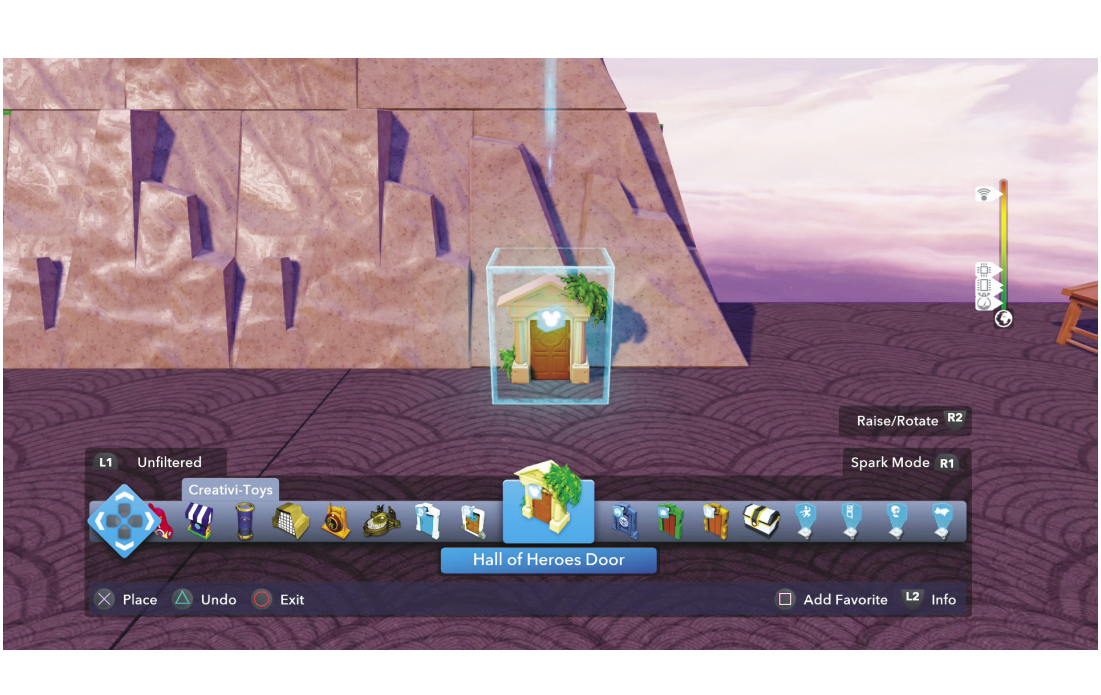
Set pieces, for the most part, are very large toys. Many are from the sets of Disney movies, shows, or theme parks, or they have some type of interactive features. These are fun to use and can add a major talking point to your worlds when you invite your friends. Be sure to show them your very own Pride Rock, Matterhorn, or Dungeon—all right next to each other.

INSTANT FUN



Instant Fun contains a variety of different toys such as the Sky Changer, the Enemy Creator, and several other items such as blocks that can be destroyed. Many are interactive in some way and don't necessarily fit into one of the other categories. You can also find all the traps from the Toy Box Games here. Be sure to check out these toys, since most can be fun to use in your world no matter what the theme.

CREATIVI-TOYS

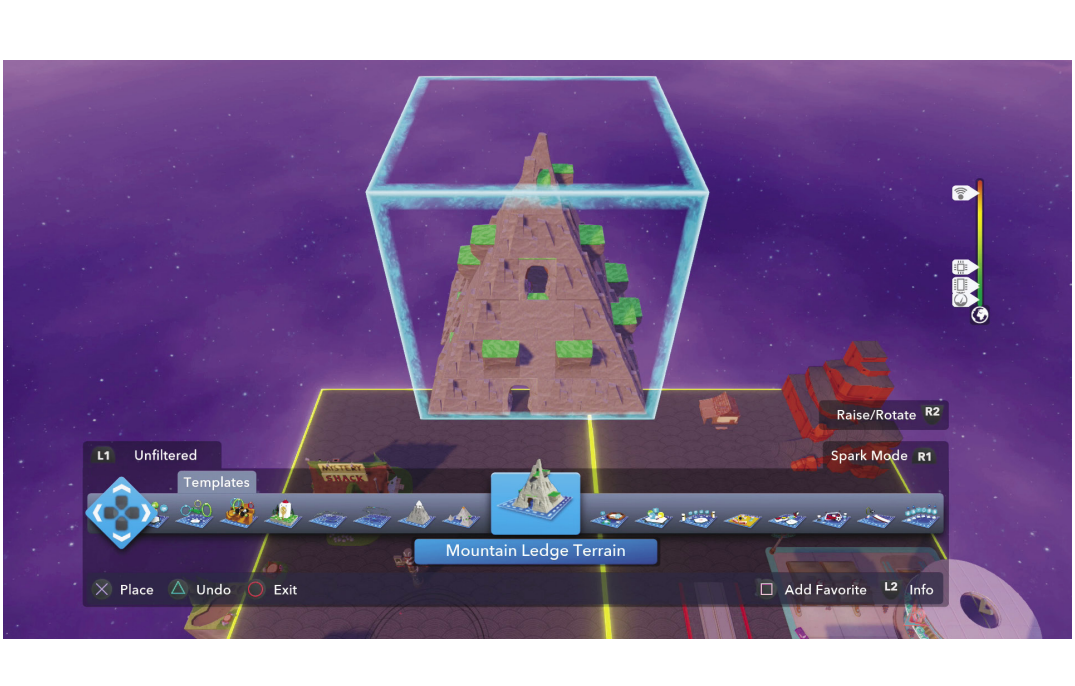


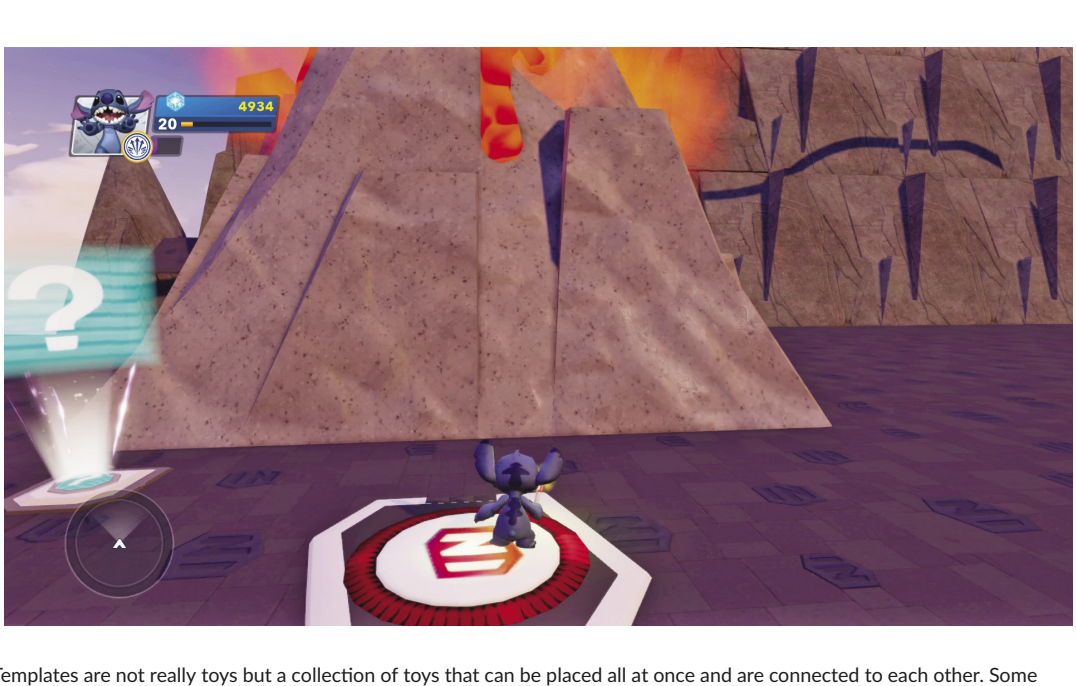
Creativi-Toys are the thinking or logic toys of the Toy Box. They can be programmed with functions to be triggers or reactions. You can even link several of these toys in series or parallel so that one action or trigger can result in several different reactions. We have included a section devoted entirely to Creativi-Toys later in this chapter. Be sure to check it out. And the best way to learn about these toys is to put them in your Toy Box Worlds and play with them. Creativi-Toys can be purchased in the Toy Store and can interact with some toys in other categories as well.

PLATFORMING TOYS

Do you want to make a platforming game? Then many of the toys you will need can be found in this category. In addition, you can find rails and ledges as well as ladders and bridges here. Some of these toys are interactive or move. This is also where you can find lava blocks for your terrain.

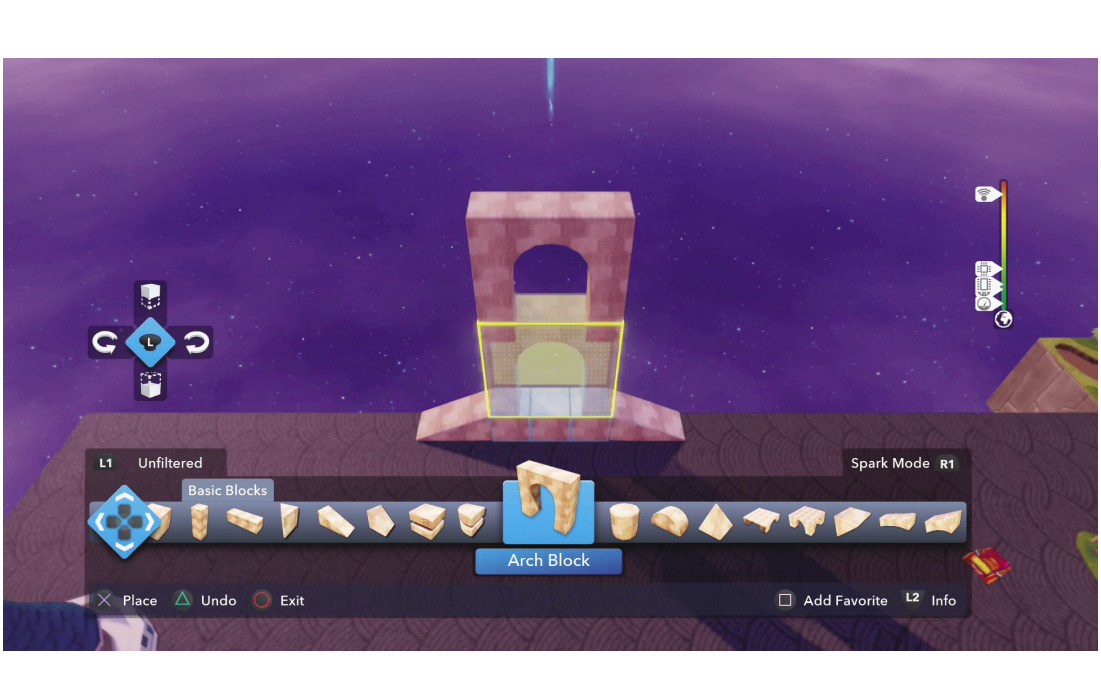
TEMPLATES





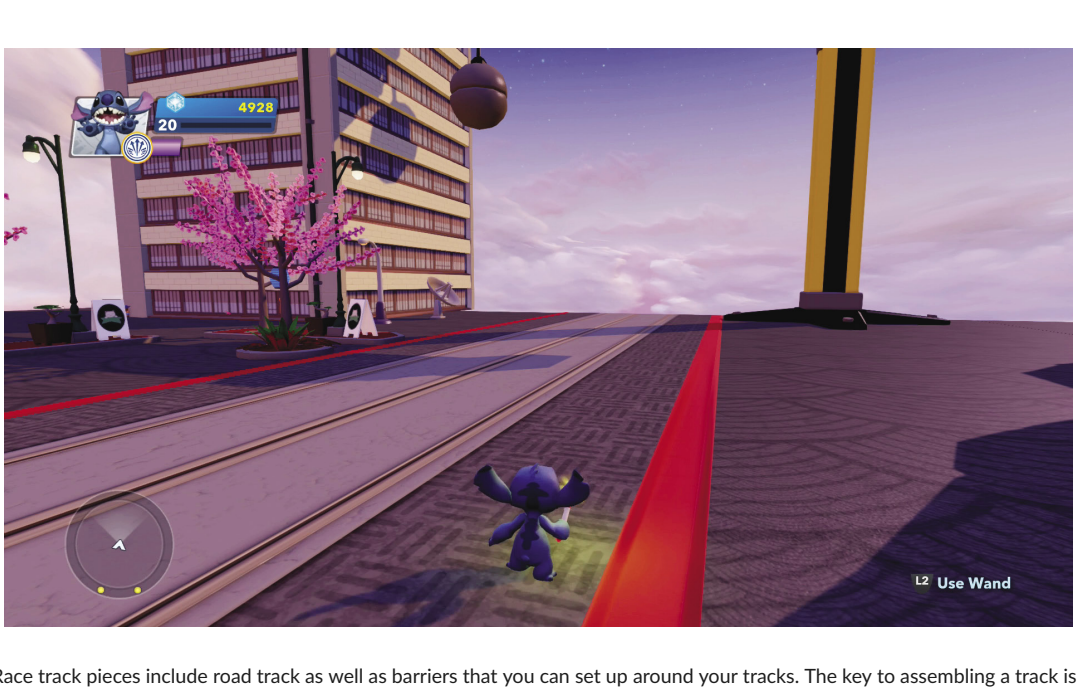
Templates are not really toys but a collection of toys that can be placed all at once and are connected to each other. Some templates are terrain with plants and decorations. Other templates are complete games. There are even platforming templates that you can piece together quickly to make a platforming game. Templates are a good way to create games or learn about how Creativi-Toys can be connected and work together.

BASIC BLOCKS



Blocks are just that—blocks. They come in many different shapes and sizes. Use them to build things just like you might with a box of wooden blocks in real life. You can even change the theme of the blocks from their default stone look to a variety of themes that you can unlock. In addition to the standard blocks, there are also blip blocks that are destroyed when you hit them.

RACE TRACK PIECES



Race track pieces include road track as well as barriers that you can set up around your tracks. The key to assembling a track is to ensure that each piece connects to the adjacent pieces, otherwise you have trouble racing on them. Once you have used the pieces to create a track, try changing the theme. While the slot car track is the default, there are several themes that can be unlocked in the Toy Store. Race track pieces also include ramps and other toys for doing stunts.

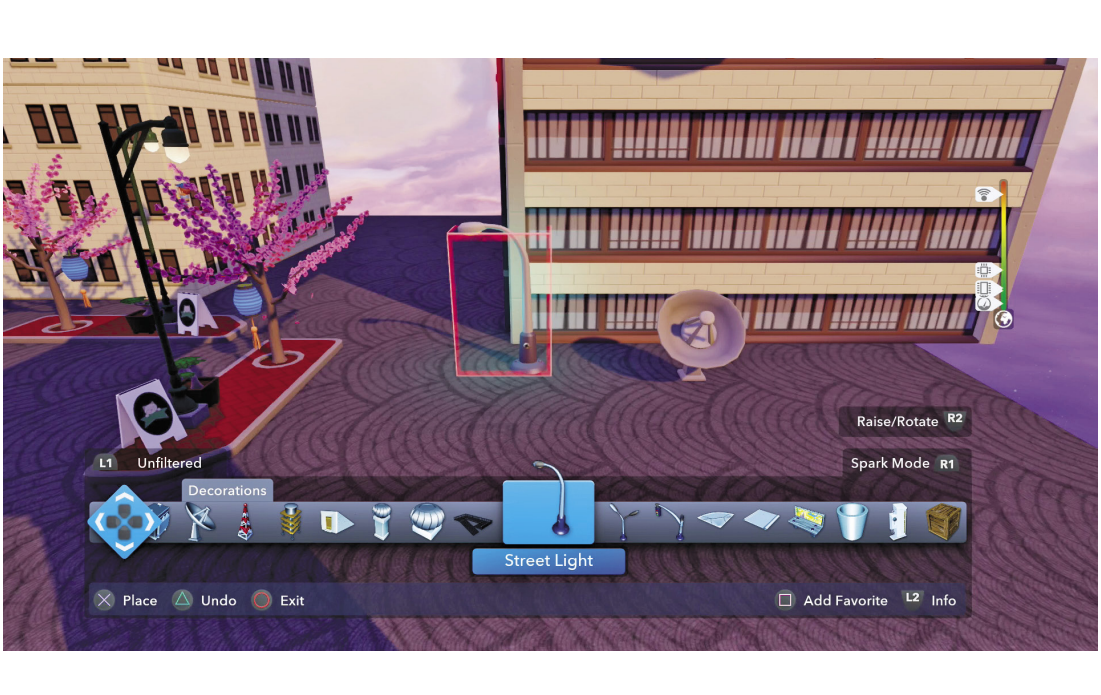
SPORTS TOYS

These toys are great for creating games you can play with other players. Several of the goals can be linked to Creativi-Toys to keep score or do other functions. The balls and puck all react according to the laws of physics. It is a good idea to include some barriers when building with sports toys. It is no fun when your soccer ball rolls off the edge of the world.

PLANTS

Your world can always benefit from some green and the Plants category has you covered. Pick from trees, flowers, shrubs, and even some non-organic toys such as light poles to give your world some color and flora. Some of the toys in the Plant category are themed. This can be helpful when you want to change the theme of your entire world. Select one of your plants and edit the theme for all plants and, with one action, every themed plant toy will change to the new theme. Some plants cannot change themes.

DECORATIONS

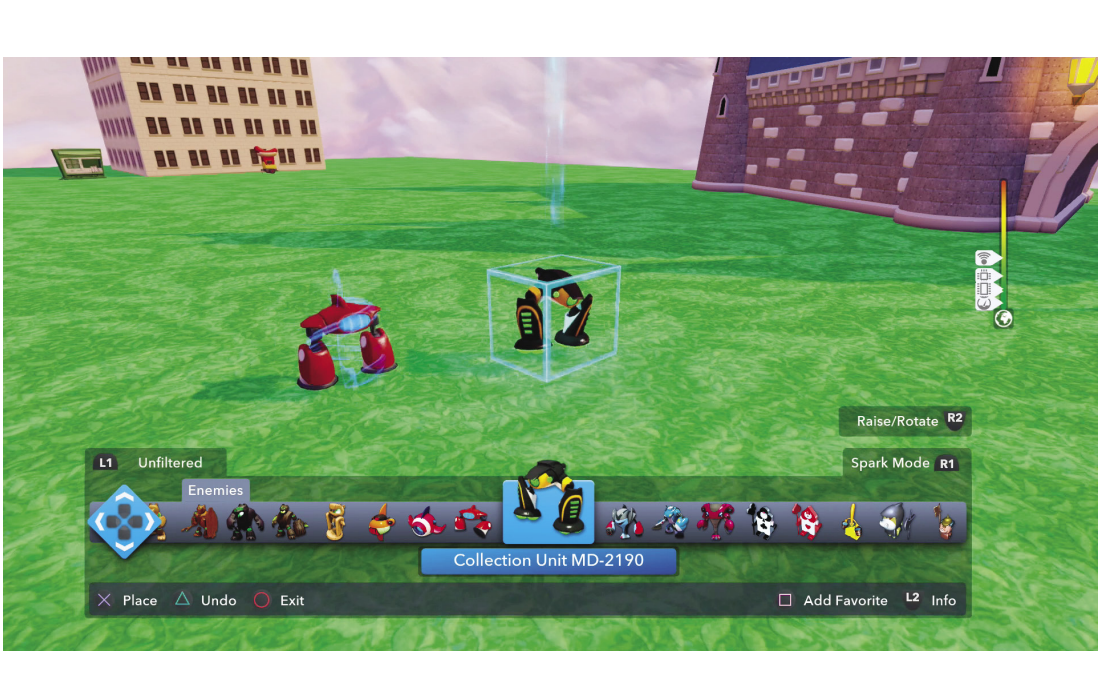


While you have some large toys with which to play, Decorations are much smaller. However, they can be just as important. Decorations fill in empty spaces and provide continuity for your world. Some decorations can be destroyed, while others are static and just stay there.

VEHICLES AND MOUNTS

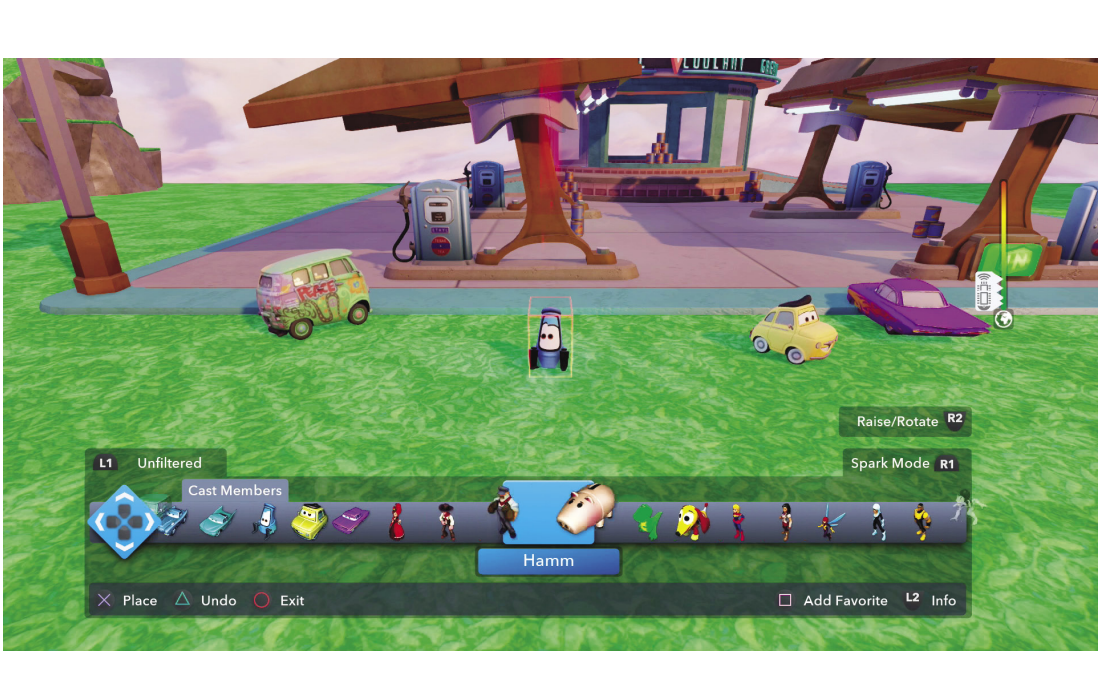
Your characters need a way to get around the Toy Box Worlds you create. That is where the Vehicles and Mounts category comes in. A mount is an animal you can ride—usually a horse, mule, or even an elephant. Vehicles come in two types—ground or air. Ground vehicles can drive along the ground and stay on the ground—unless you drive off a cliff or do some stunts. Air vehicles, on the other hand, can fly through the air. You can use both vehicles and mounts for races as well as transportation. Most vehicles also include weapons. You can use these for games where you have to destroy a number of targets or even for getting hits on opponents' vehicles.

ENEMIES



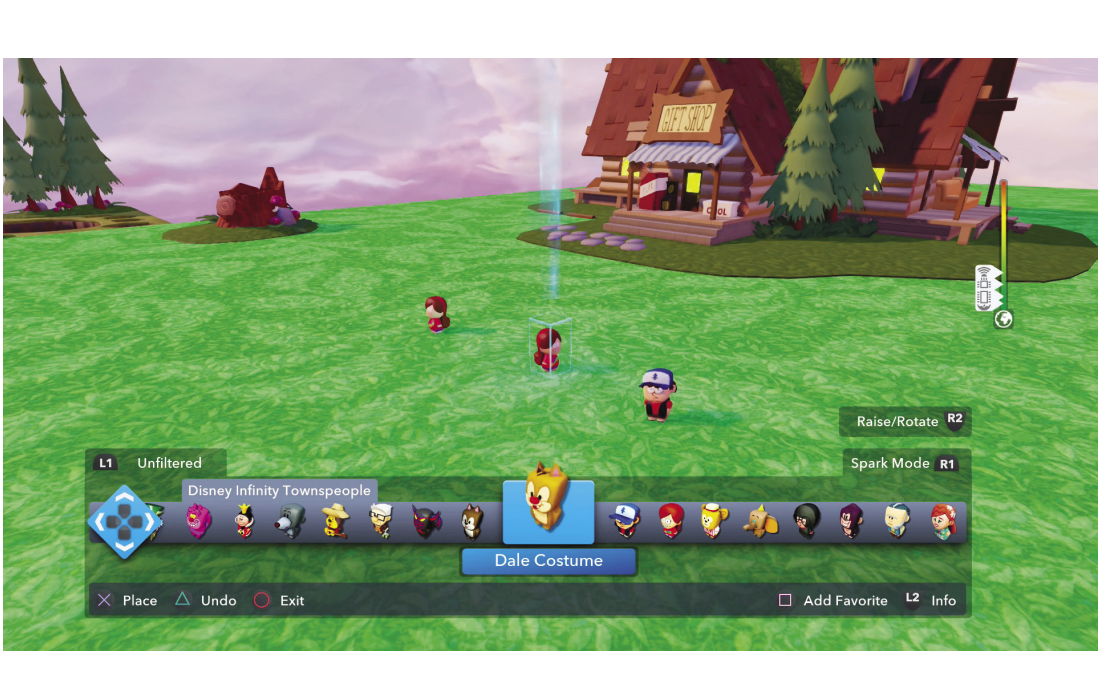
What would a Disney movie be without villains? Add some spice and conflict to your world by including enemies. While you start out with only a few, you can unlock lots more in the Toy Store. You can keep a theme for your enemies, or mix and match them for a battle royale. In a Toy Box World, enemies will attack any players (unless you use a Creativi-Toy to assign teams). They do this automatically and will actually seek out players as they wander around the world. Of course it is always fun to let loose a few enemies when visiting a friend's world as well.

CAST MEMBERS



Cast members are unlocked in the Play Sets. They are the characters in the Play Sets that give you missions to complete. Cast members will walk around a Toy Box World on their own. They do not interact with you, do not attack you, and can't be harmed or defeated. They are there to add personalities to your world. Don't be shy about mixing up these toys. It is always fun to see monsters roaming the streets of an Old West town. Remember, this is your world.

TOWNSPEOPLE



These little townspeople like to dress up in costumes from various Disney movies or related features. They will scoot around the world not causing any harm. They are great for populating a town in your world to give it some more personality and life. While they don't attack, you can pick them up and even throw them. Try picking them up and drop kicking them by jumping and then pressing the alternate attack button. You can make a game where you have to punt townspeople through a goal post. (Only in your Toy Box World. Please do not attempt this in the real world.) These toys can be unlocked from the Toy Store.

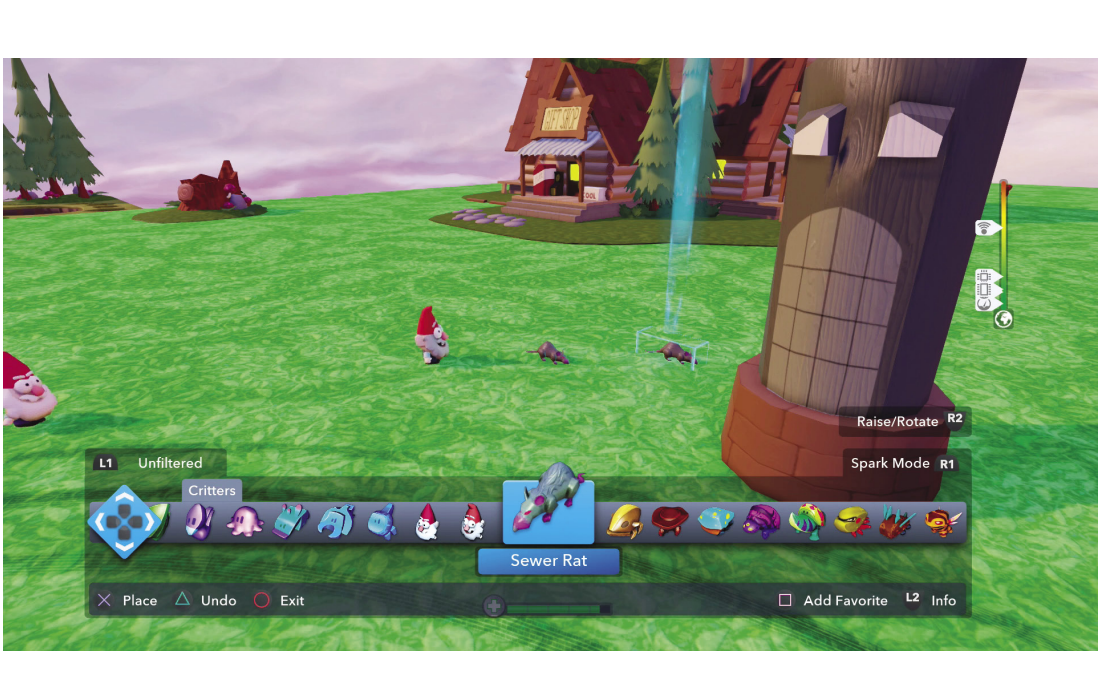
CHARACTER TOWNSPEOPLE

These townspeople are just like the other townspeople. The only difference is that they are unlocked by placing characters on the Disney Infinity base for the first time.

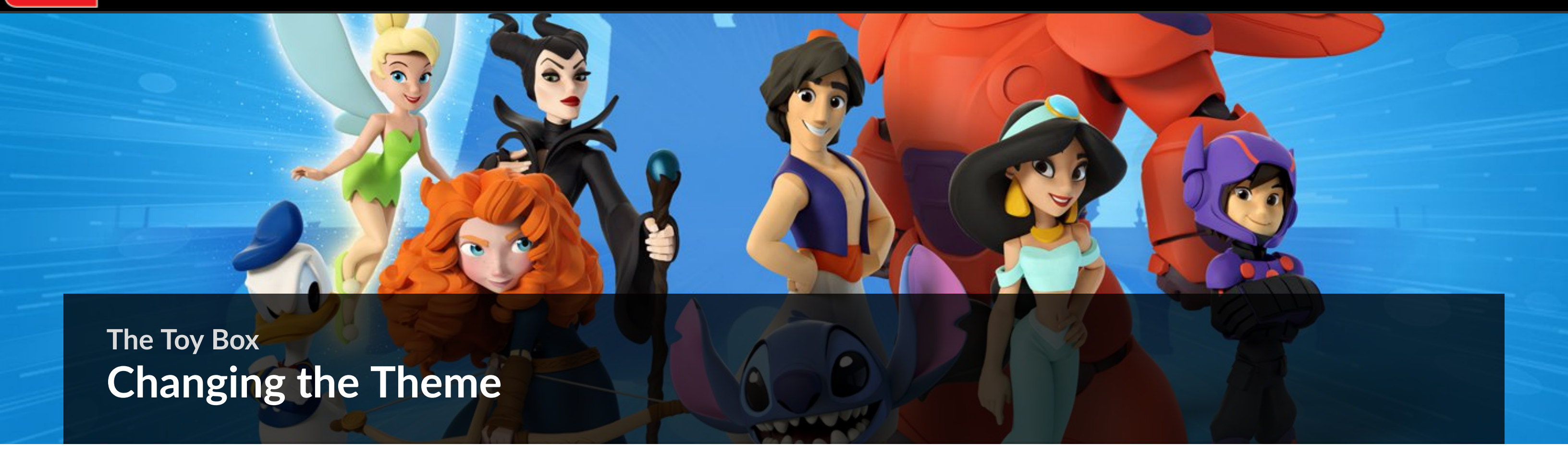
SIDEKICKS

Sidekicks look like townspeople, however they a greater ability to interact. A character can select a sidekick within a Toy Box World. That sidekick will then follow that character around. When the character comes under attack, the sidekick will fight against enemies and can even help heal a character. Sidekicks are great for games with combat to give your characters a little helping hand.

CRITTERS

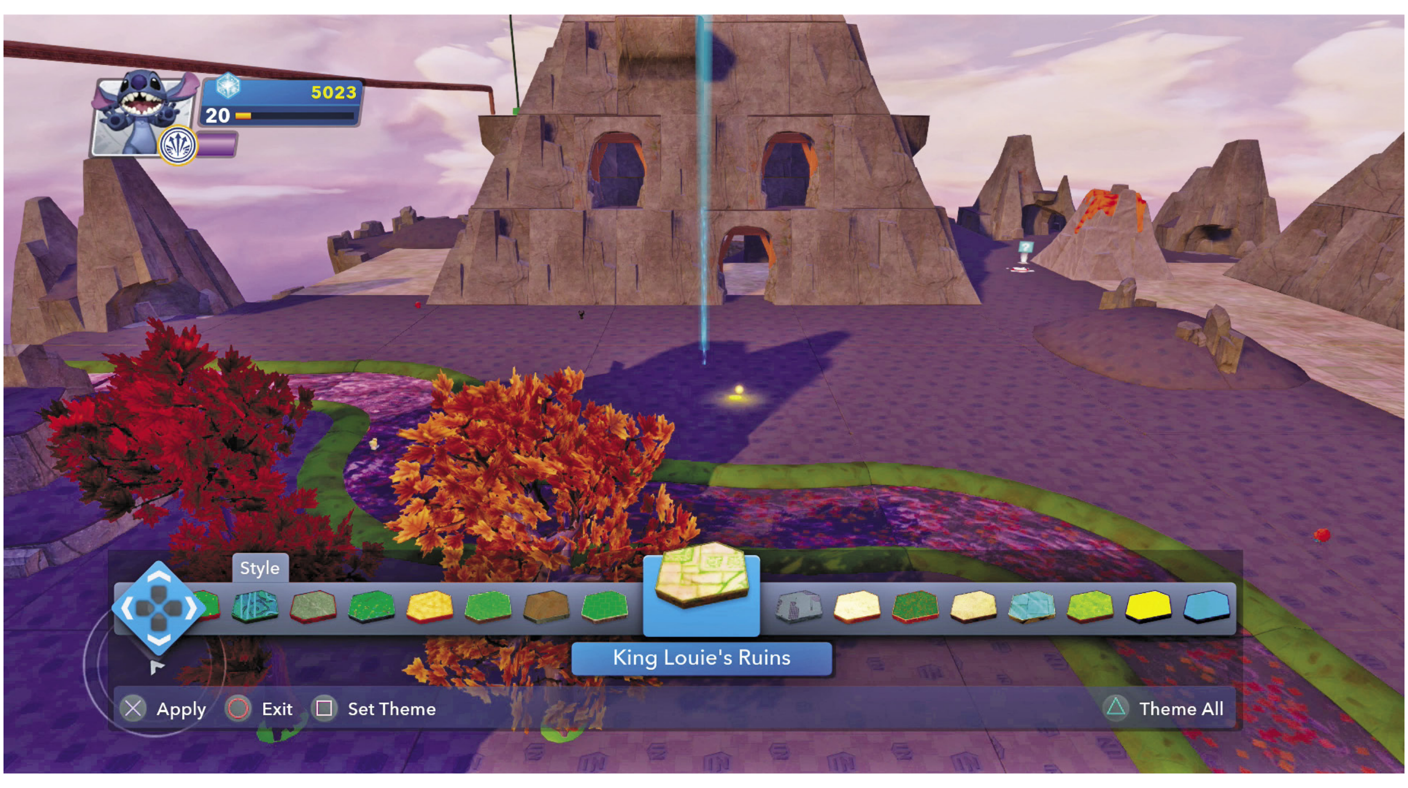


Critters are just like townspeople—except they are not people. They are animals—blocky animals. While you may want to put townspeople near your buildings and towns in your worlds, place critters out in the forests. You can pick up critters just like the townspeople, however critters are skittish and tougher to catch. You need to move slow if you want to catch them. Rush at them and they tend to run away.

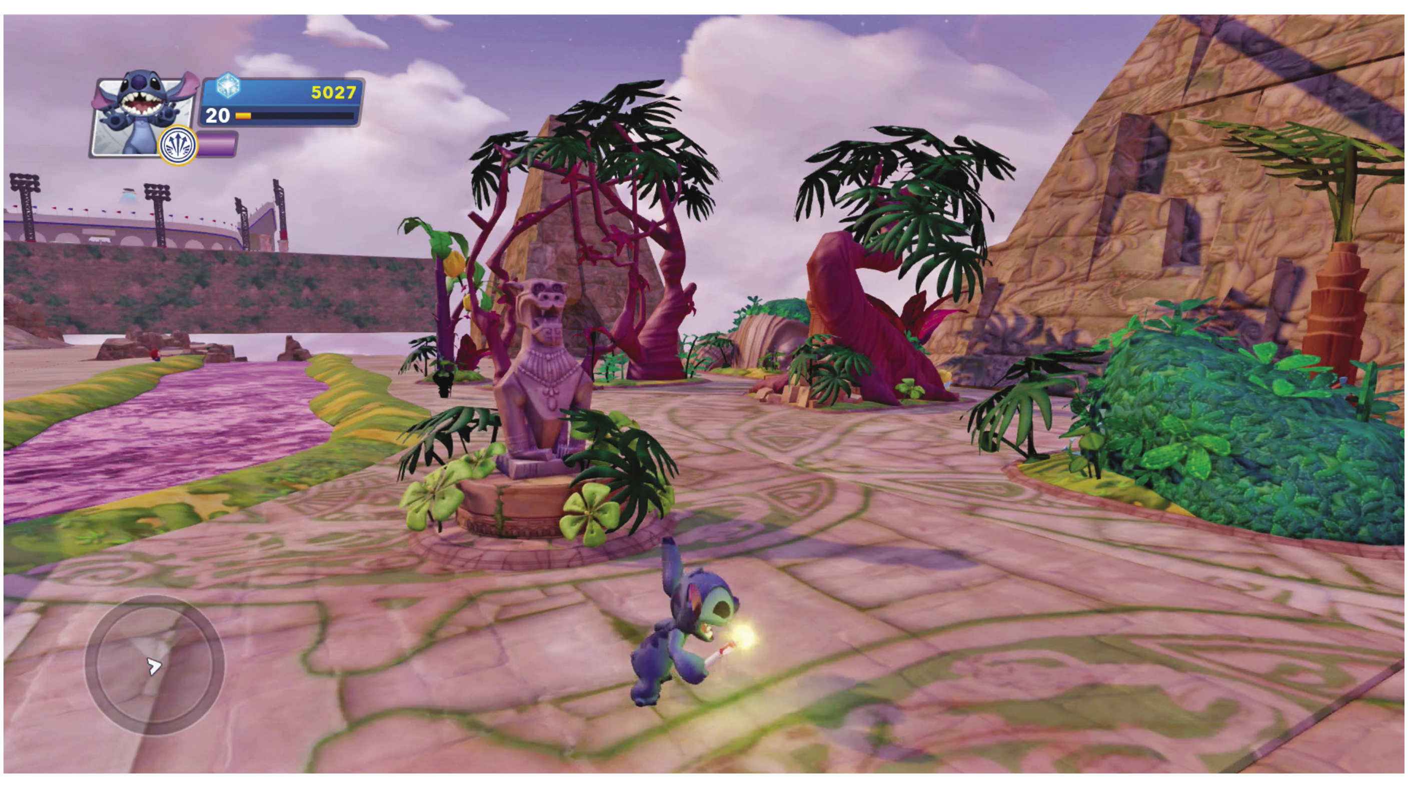


The Toy Box

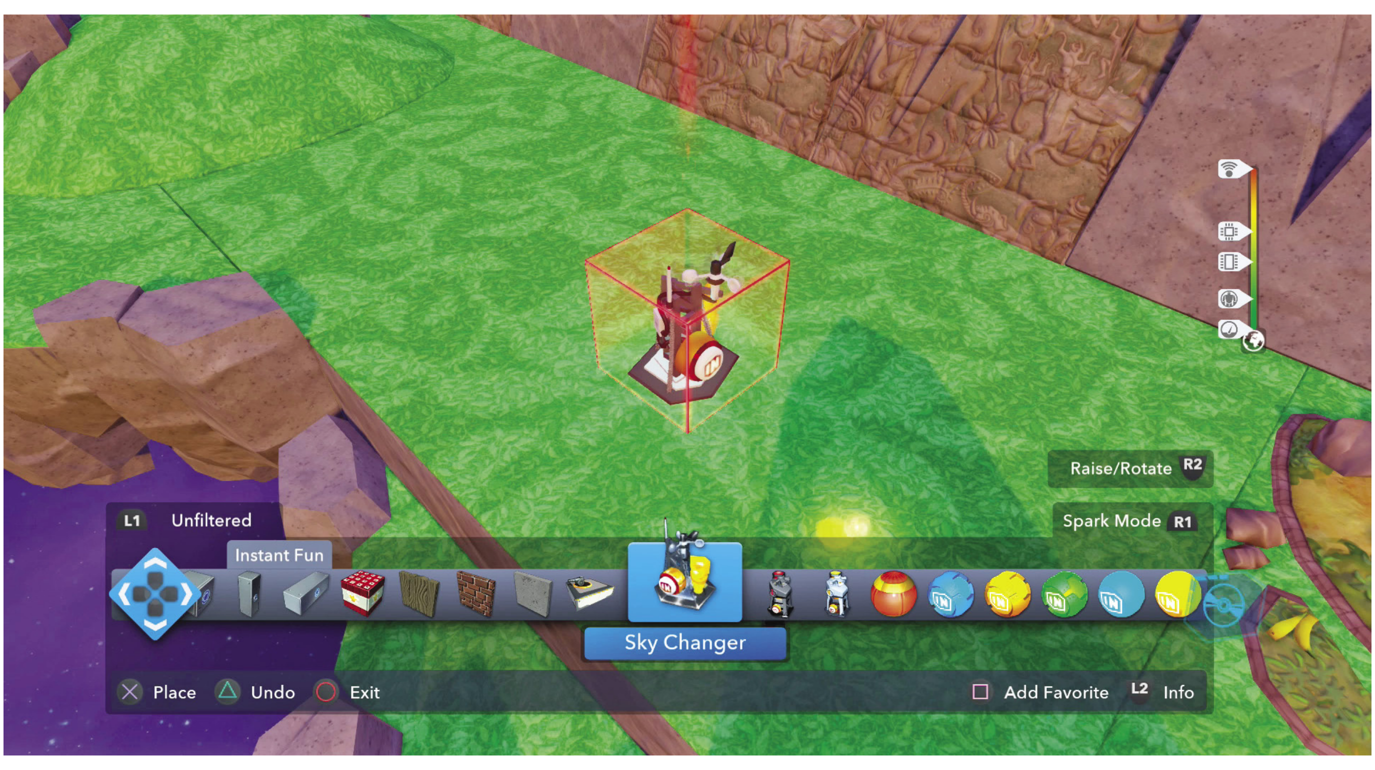
Changing the Theme

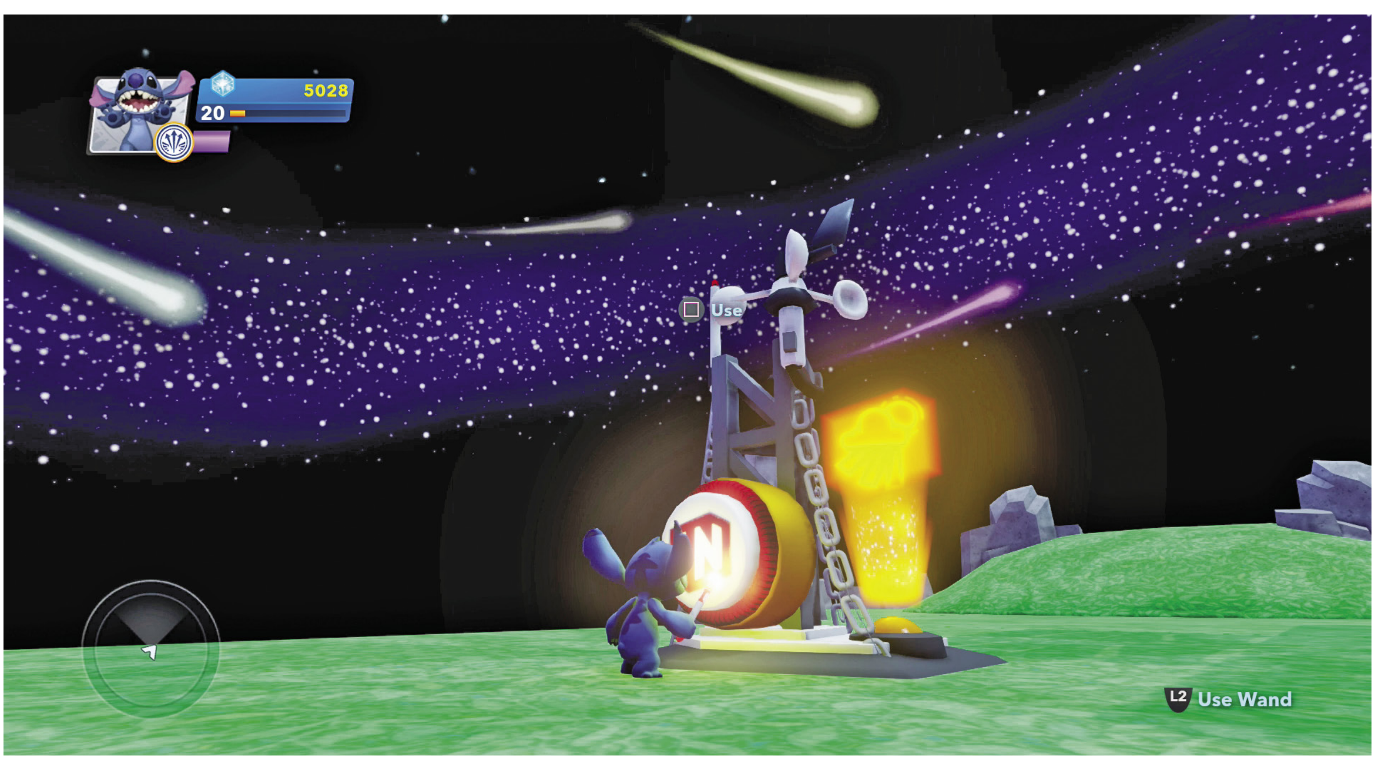


You can change the look of a Toy Box World with just a few steps and not even have to build anything new. The default theme for most of the pre-built Toy Box Worlds, with the exception of the Play Set Toy Boxes, is Fairytale Kingdom. This theme affects the ground. To change it, use the magic wand and select the ground of any part of the world and then press the button corresponding to the art palette icon. A menu pops up along the bottom and allows you to select from all of the themes you have unlocked. Then you can either change just the theme of the block you have selected or change the theme for the entire world. One of the ways to get new themes is to purchase them in the Toy Store.



You can also change the theme of some of the decorations. Select a tree or group of terrain with your magic wand and, if it is themed terrain, you will have the option of editing the theme. Another menu pops up and now you can change the theme of just that one piece of terrain, or all themed terrain in the entire world. Once again, this is a powerful feature and allows you to change the look of a world very easily.

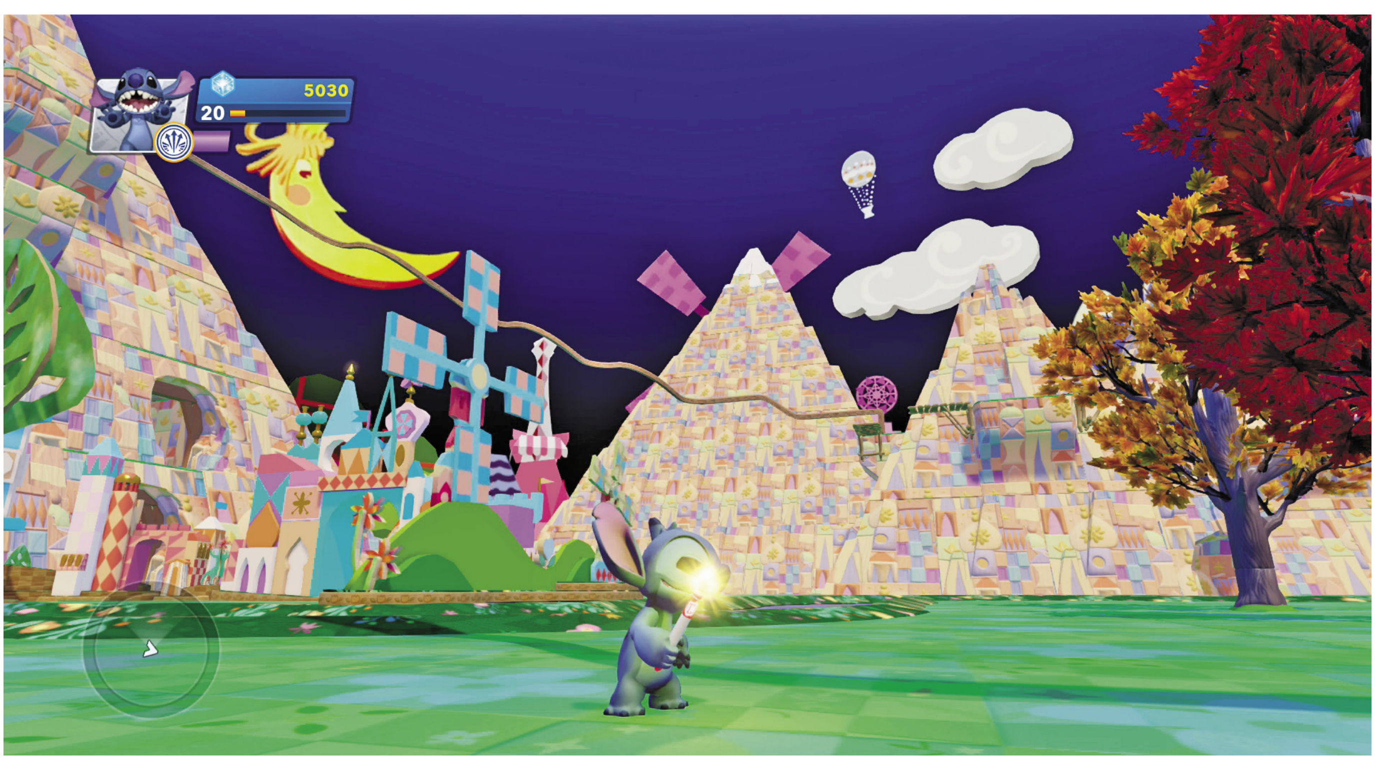


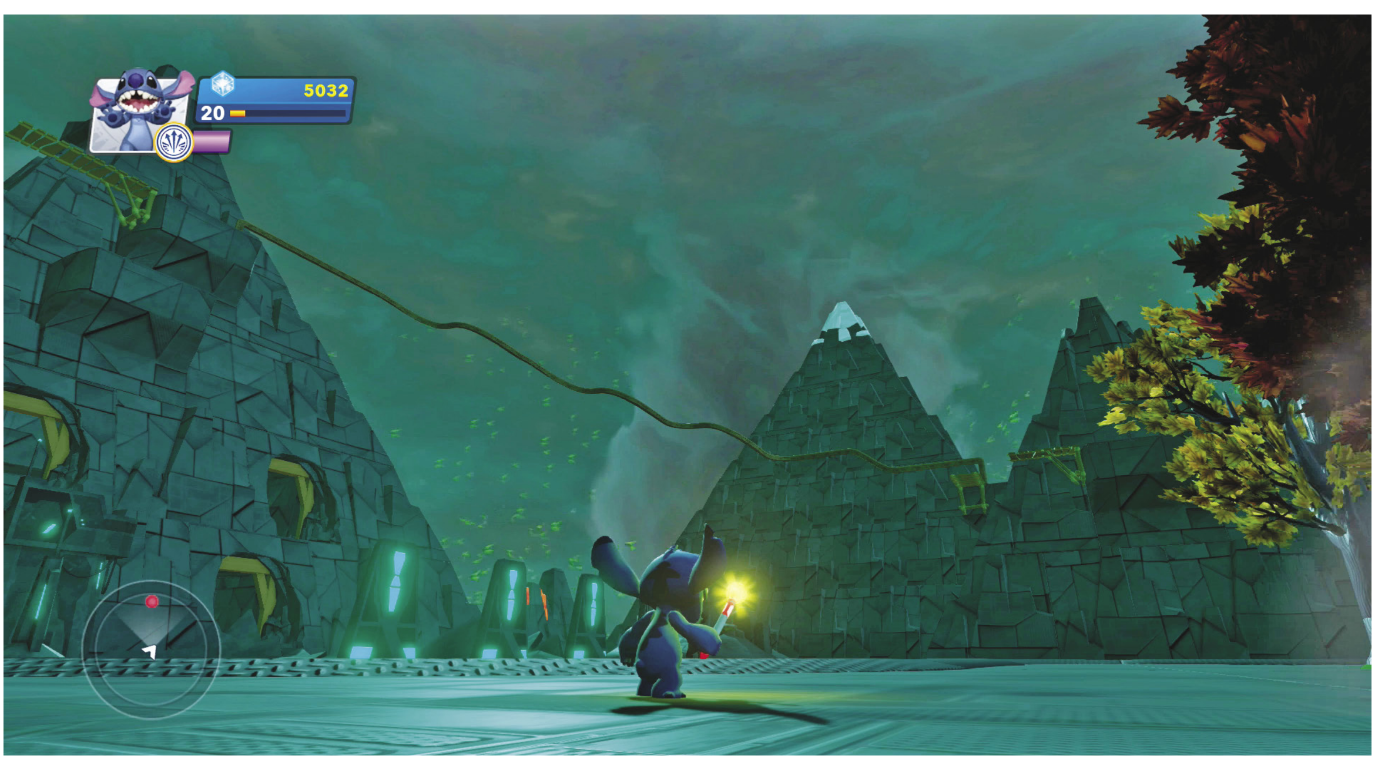


The area surrounding the land of your Toy Box World is called the Sky Theme. It is the backdrop or background to your world. It too can be customized to fit your theme. To do this, go into the editor and, within the Instant Fun category, select the Sky Changer. Place it anywhere in the world. When you hit the large button on the side of the sky changer, the Sky Theme changes to a different theme. It can change the sky to night or make the Sky Theme look like it something from one of the Play Sets. Keep hitting the button on the sky changer to cycle through your choices. Sky Themes are not only visual effects, but also have audio. The background sounds and music change with some Sky Themes, thus adding even more to the experience.

Tip

You can have various themes within one Toy Box World. However, you have to theme each piece individually to do this. However, since you can use Toy Box doors to link Toy Box Worlds, you can create a series of Toy Boxes connected to one another and have a different theme in each. For example, you might want to create a game that begins in one theme and then changes themes as players go through a door to another Toy Box World. Thus you can create different levels—each with their own feel.





Another way to change themes is through the use of Power Discs. There are two different types of Power Discs that affect theme. The terrain theme changes the ground and themed terrain to the new theme, while the sky theme changes the sky to the new theme. For example, if you want to change the theme of your world to *Peter Pan*, you would need two Power Discs—one for the terrain theme and one for the sky theme. Then if you want to change it back to your original theme, just use the steps above to change the land, the terrain, and the Sky Theme.

Tip

If you change the theme of a Toy Box World using a Power Disc, and then save that world, the theme is saved with the world. When you come back to that world, the theme remains the same. There is no need to use the Power Discs again.